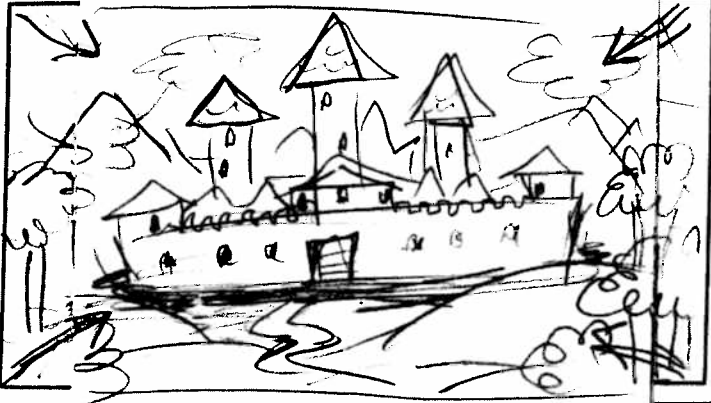

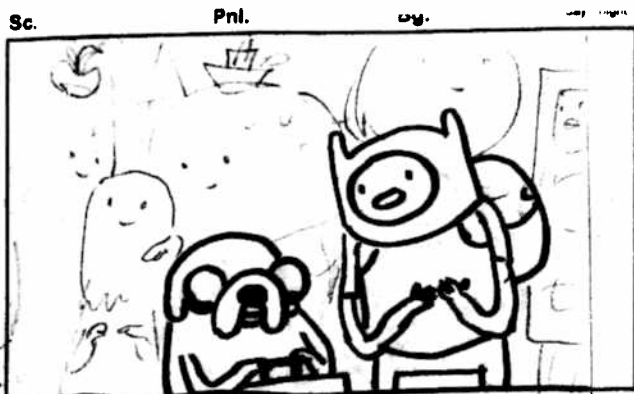


Episode 01

THE ENCHIRIDION

Sc.	Pnl.	cg.	Sc.	Pnl.	Bg.
ADVENTURE TIME			Episode 01 The Enchirideon		
Dialog:					
Action:					
Timing:					

Sc.	Sc.
	
<p>Dialog:</p> <p>(CROWD: walla)</p>	<p>(CROWD: walla)</p>
Action:	
Timing:	

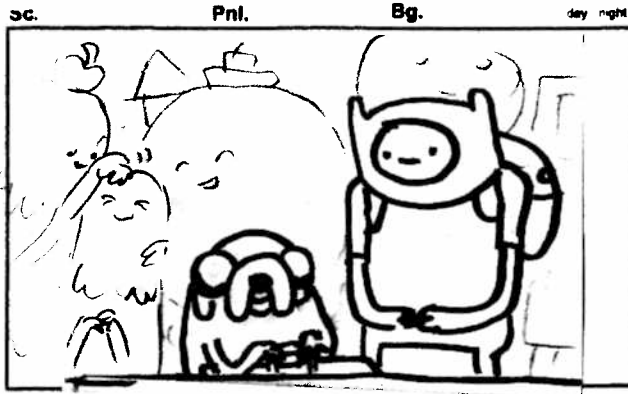


Dialog:

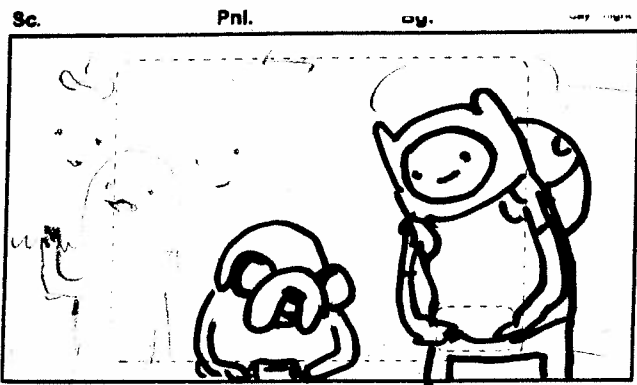
F: *sigh* Jake, I'm
so excited for this candy
party.

Action:

Timing:



J: me too Fin.

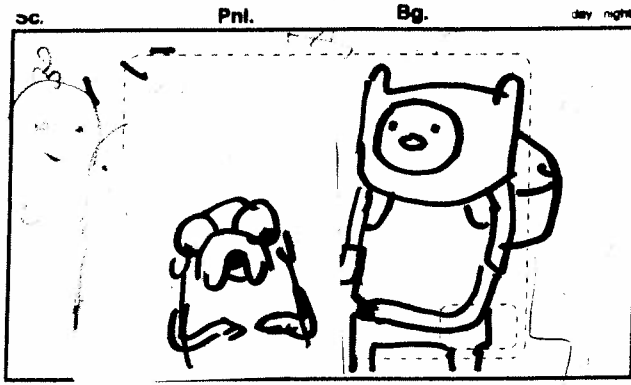


Dialog:

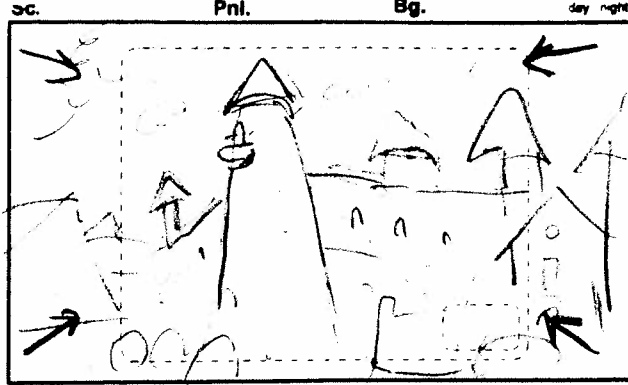
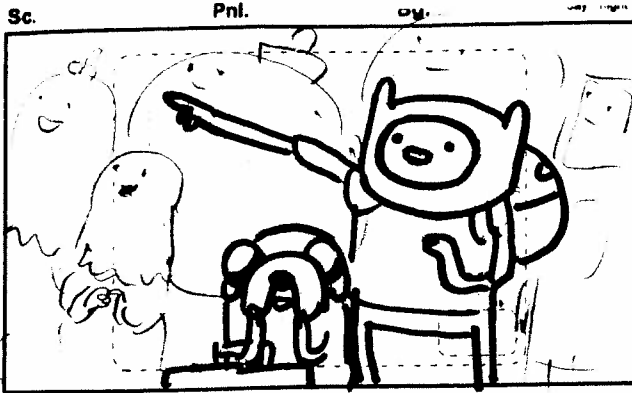
J: candy people
parties are hands
down, the best
parties in the
history of havin a
really nice time at a
party.

Action:

Timing:



trumpet toots



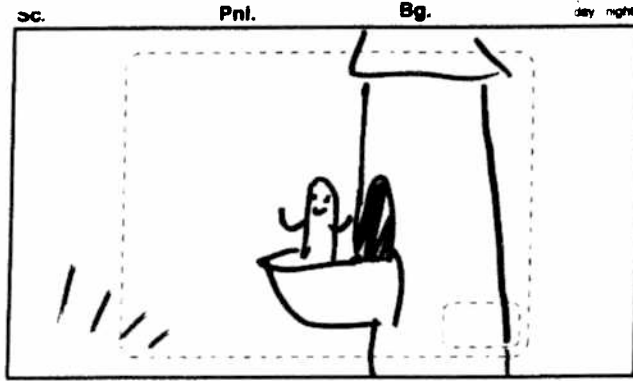
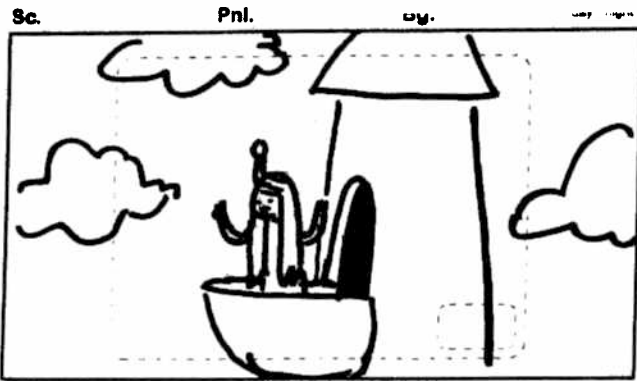
Dialog:

F: Look! It's Princess Bubblegum!!

Action:

Timing:

(camera trucks in
on princess bubblegum's
high in the sky
(candy tower))

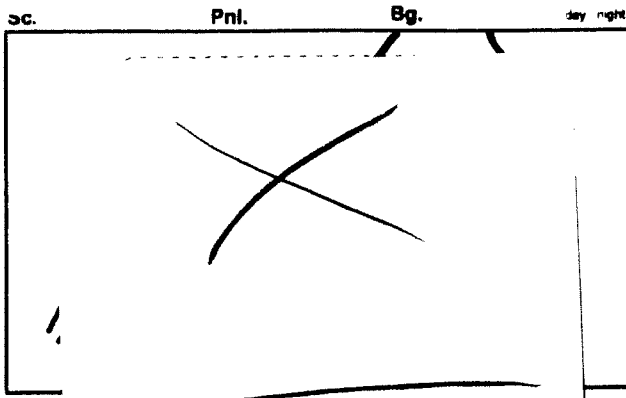
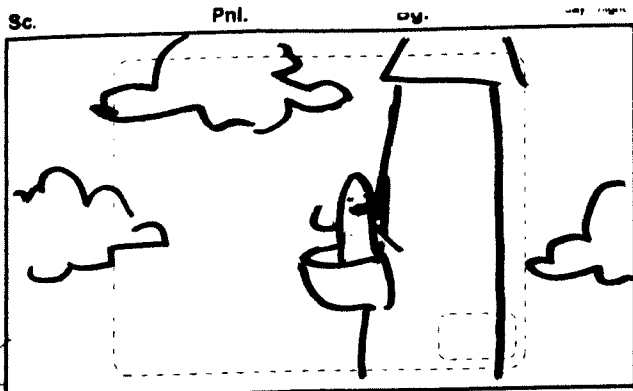


Dialog:

PB: My Dear Candy King
This Day
~~For the~~ WE Dance
in celebration of
being too sweet
for our own good!

Candy
Kingdom: "HURAH!"

(everyone cheers)

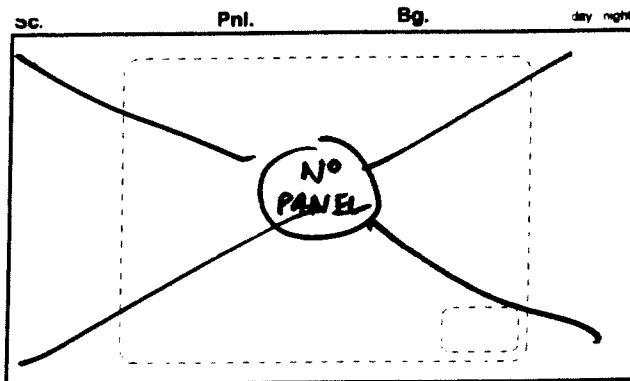
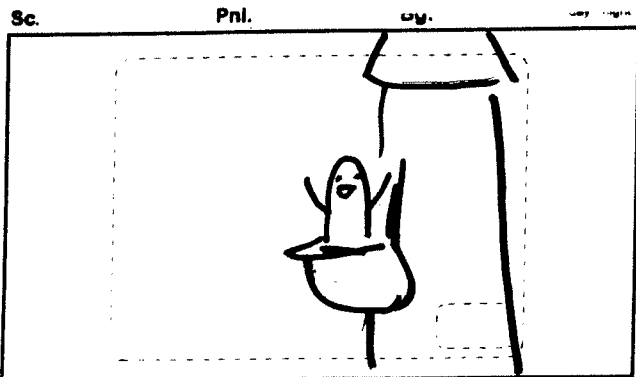


Dialog:

PB: "sir Jake the Dog!
and Sir Fin the Human!"

Action:

1



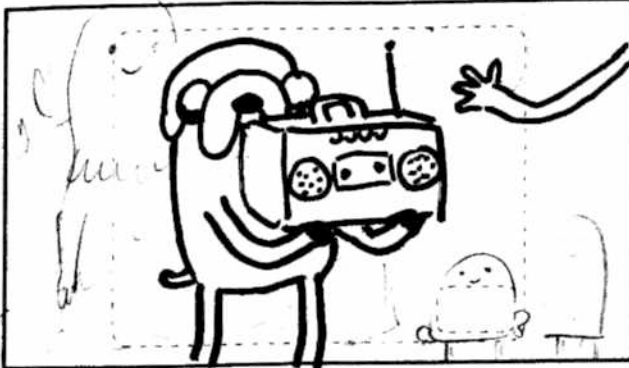
Dialog:

PB: "let the wiggling
commence!"

Action:

Timing:

Sc. Pnl. ay. day night

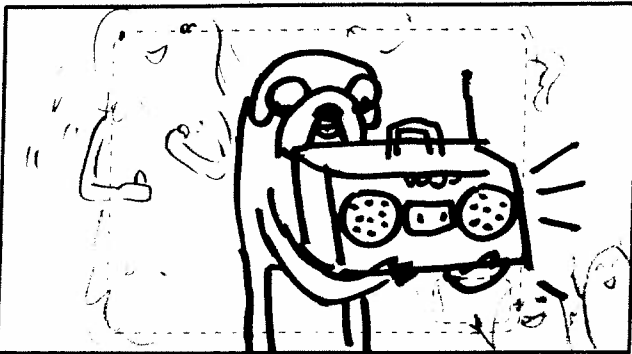


Sc. Pnl. Bg. day night

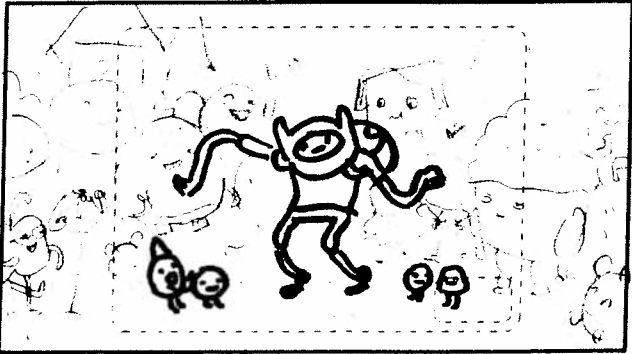


Dialog:	*click*
Action:	
Timing:	

Sc. Pnl. ay. day night

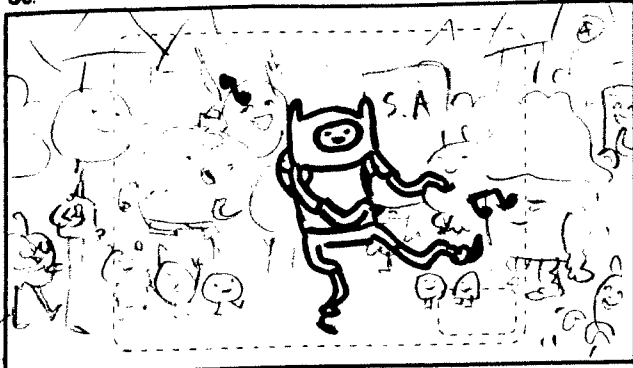


Sc. Pnl. Bg. day night

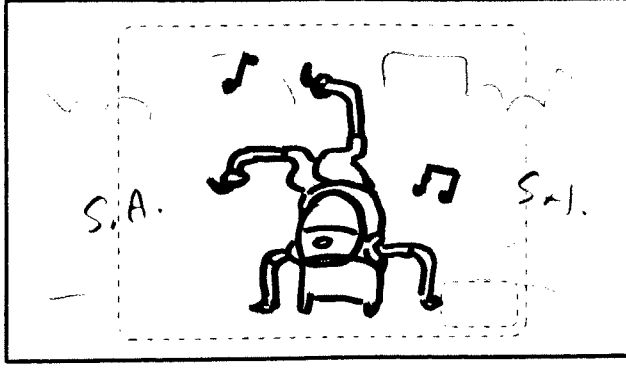


Dialog:	J: Yeah man, go for it. "music"
Action:	
Timing:	

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



Dialog:

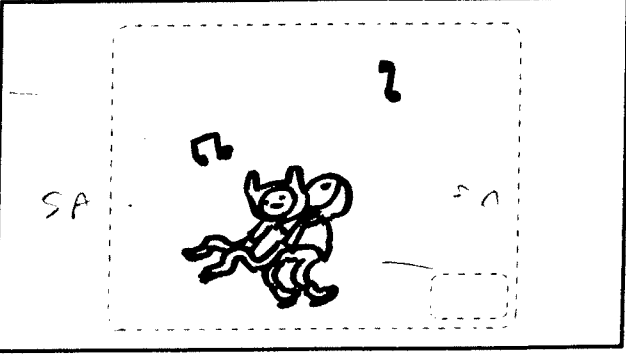
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night

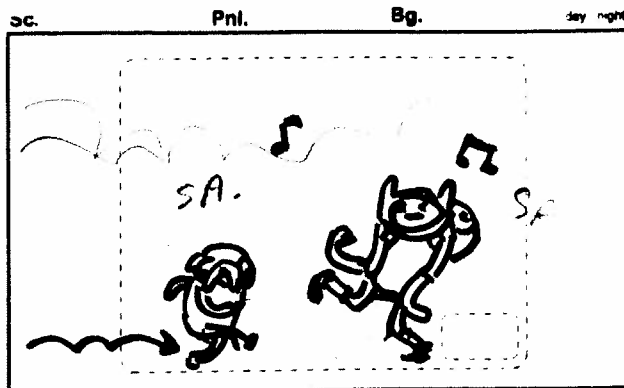
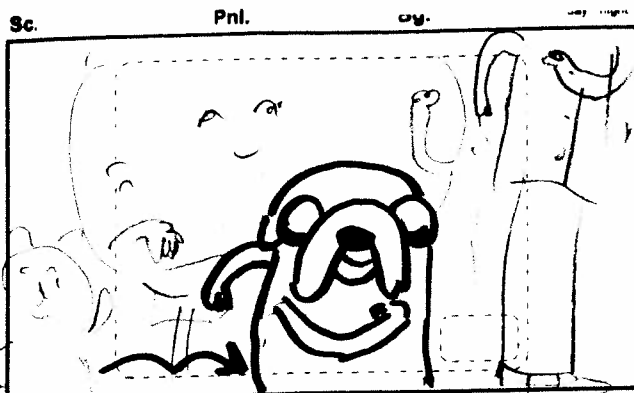


Dialog:

F: Jake! come dance with me!

Action:

Timing:

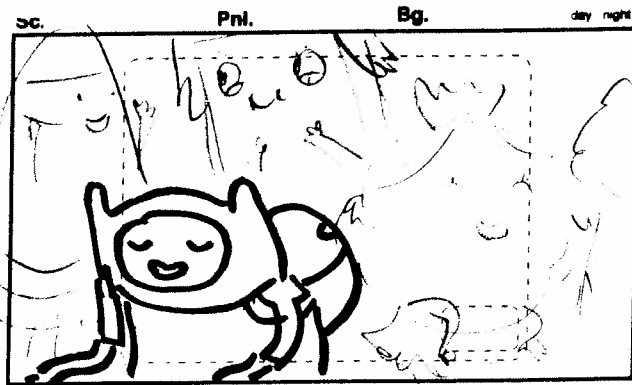
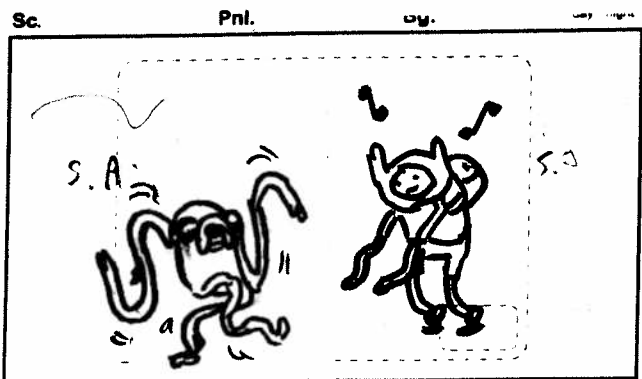


Dialog:

S: haha! ok!

Action:

Timing:

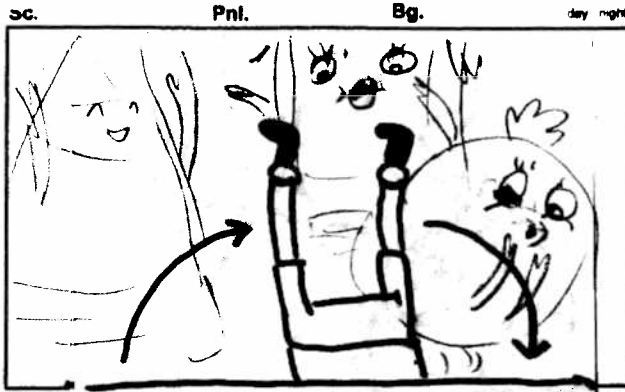
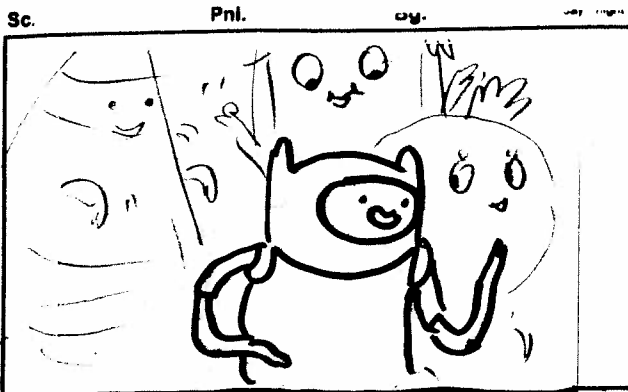


Dialog:

F: haha... pretty good man..

Action:

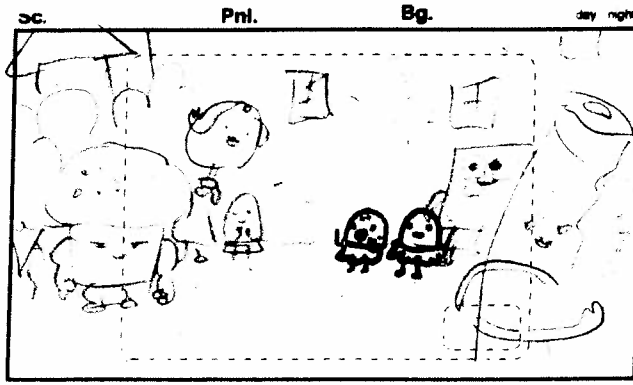
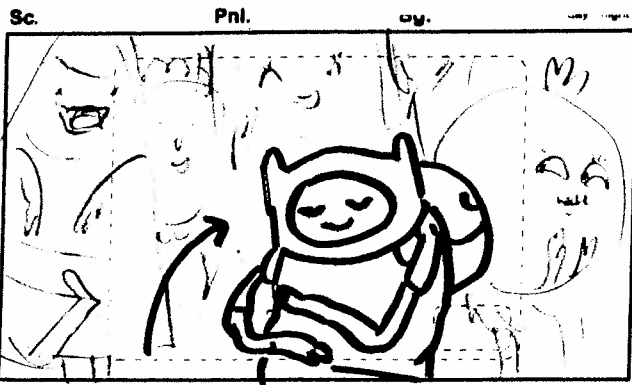
Timing:



Dialog:
F: I'm gonna do a
flip. Watch out every
body!

Action:

Timing:



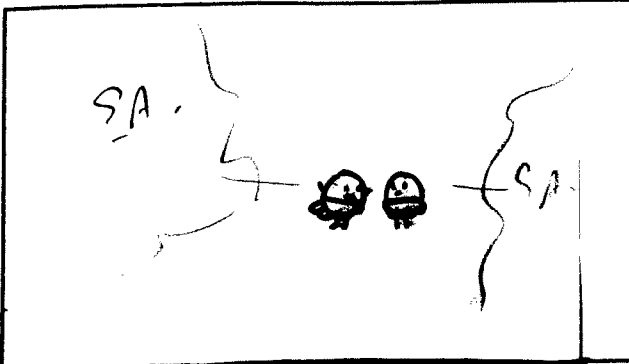
Dialog:

6L#1 Wooooo!
(gumdrop lass)

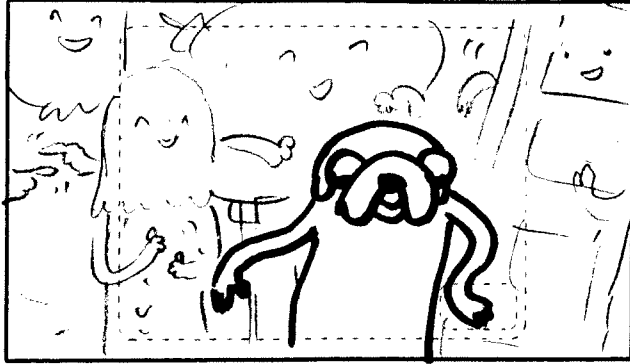
Action:

Timing:

Sc. Pnl. Cg. day night



Sc. Pnl. Bg. day night



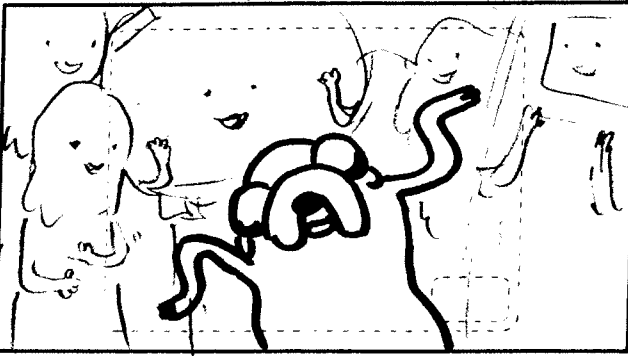
Dialog:
GL#1 Fin is so cute!
GL#2 Mmmhmm!

J: hahs! Alright dude...

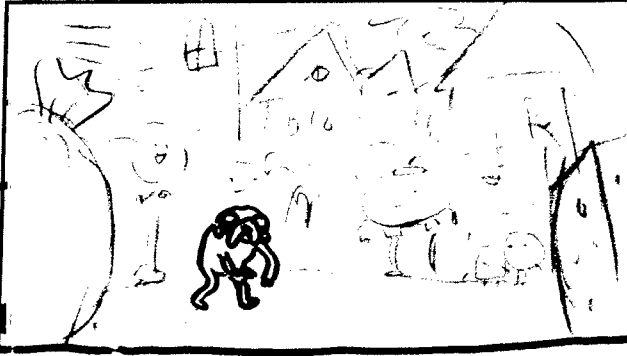
Action:

Timing:

Sc. Pnl. Cg. day night



Sc. Pnl. Bg. day night



Dialog:
J: Stand back!

Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



Dialog:

J: ROAR!

Action:

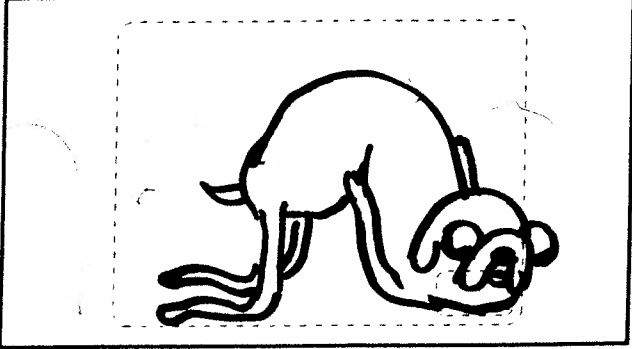
(Does the worm)

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night

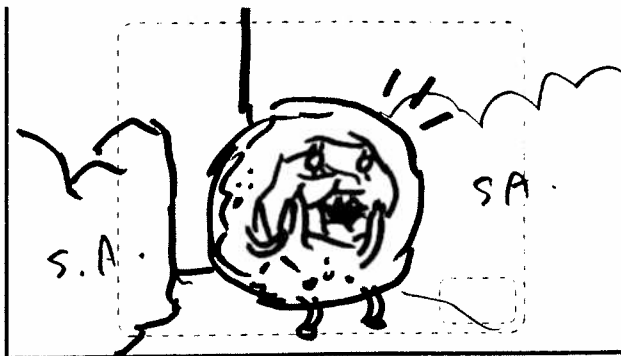
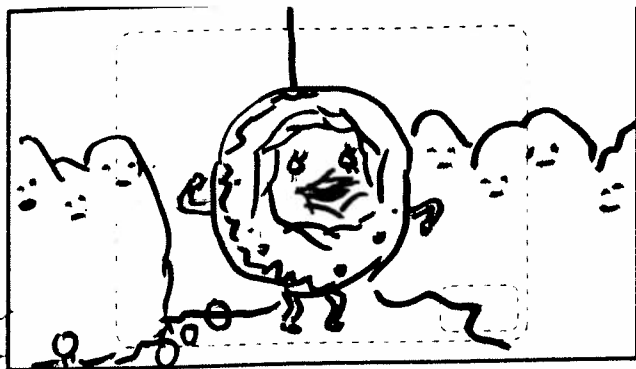


Dialog:

J: BARK! BARK!

Action:

Timing:



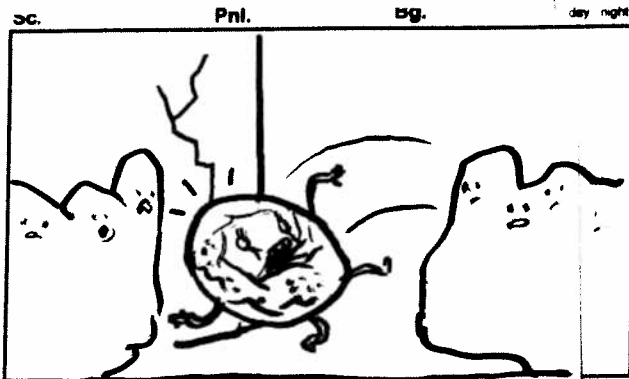
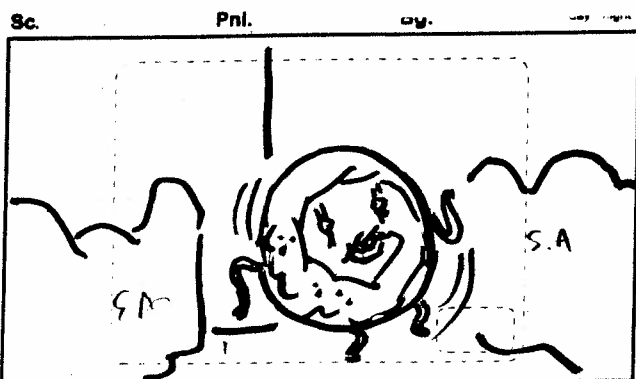
Dialog:

Cinnamen: haha haha haha!

c: Now watch me! Guys!

Action:

Timing:



Dialog:

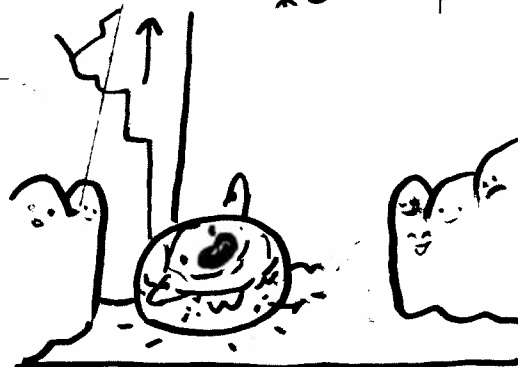
c: ah huh huh huh!

c: Oh No!

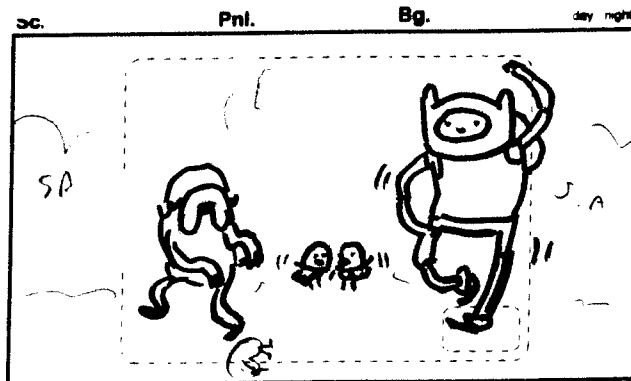
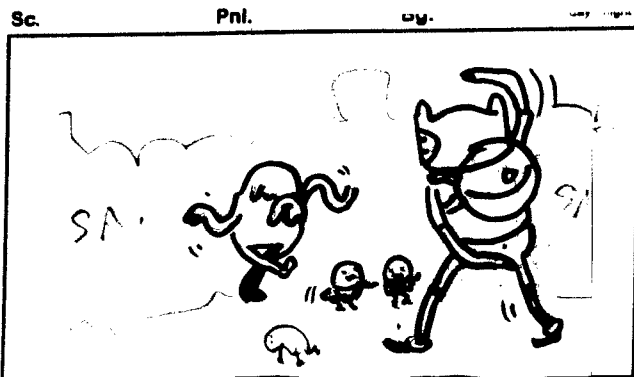
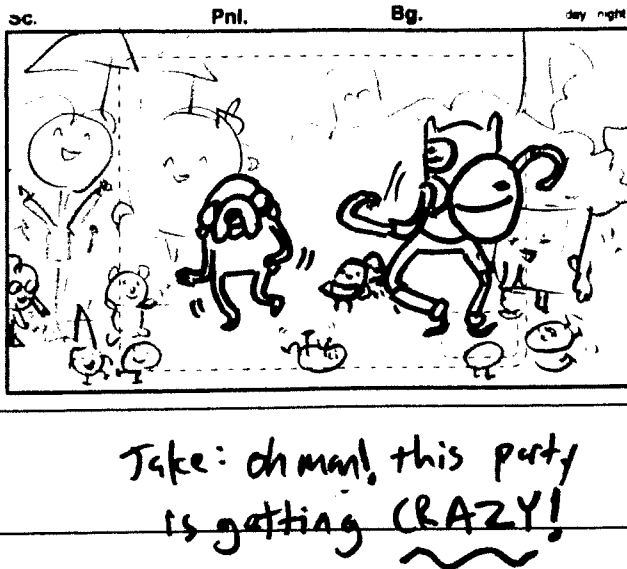
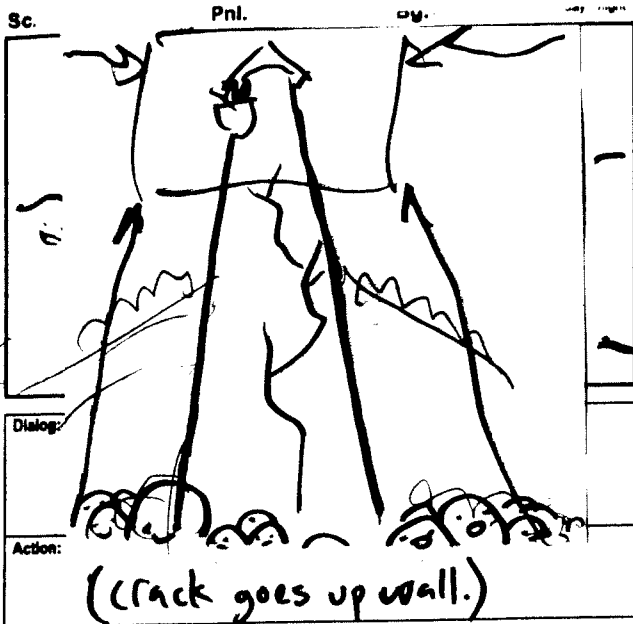
Action:

CRACK!
CRACK
CRACK

Timing:



c: Woops!



Dialog: gumdrop / so fin, do you gal 1 / have a girlfriend?

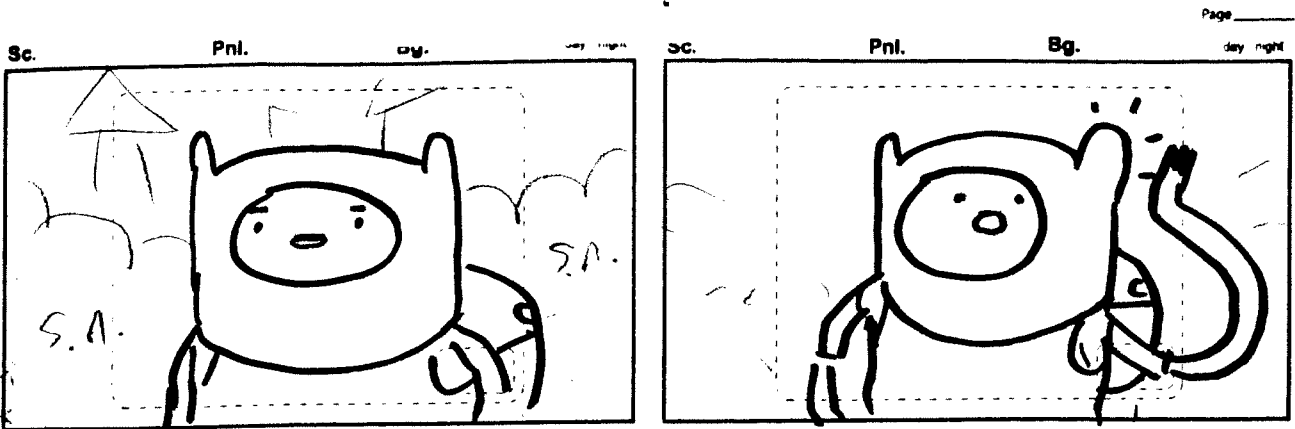
Action:

Timing:

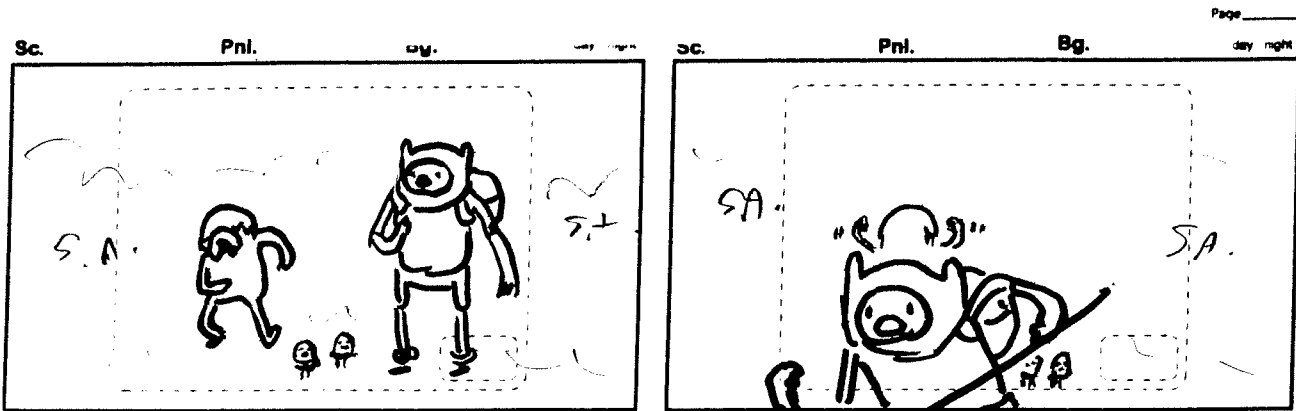
gumdrop / oh my gosh gal 2 / I can't believe you just said that.

(indistance) "heelllp!"

heelllp!"



<p>Dialog:</p> <p>F: Uhh..</p> <p>Action:</p> <p>Timing:</p>	<p>faint: "hheeellllp!"</p>
--	-----------------------------



<p>Dialog:</p> <p>gum drop : well, Fin?</p> <p>Gal #1</p> <p>Action:</p> <p>Timing:</p>	<p> F: Someone's in trouble!! </p> <p>Fin Batts out of shot.</p>
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Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night

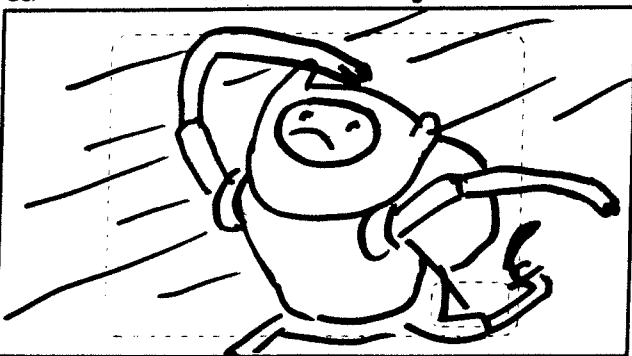


Dialog:
 gg: oh poo!

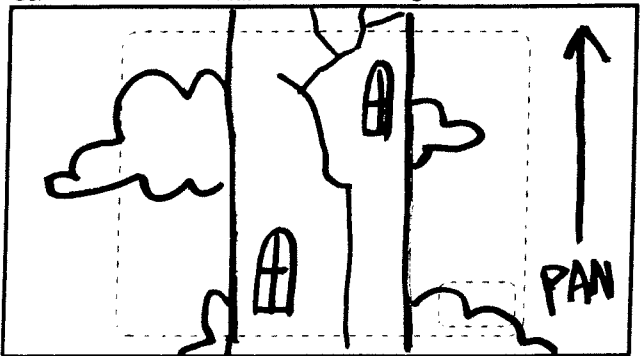
Action:
 (Fin is off!)

Timing:

Sc. Pnl. Pg. day night



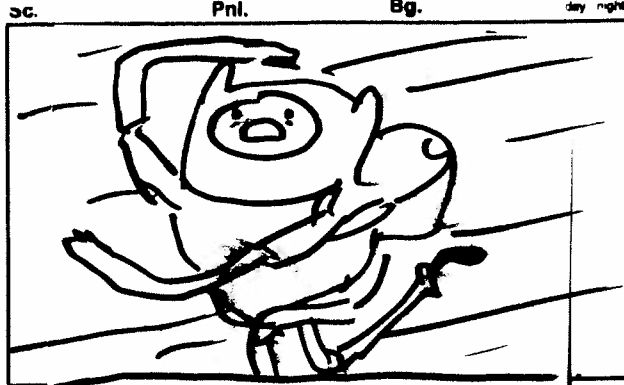
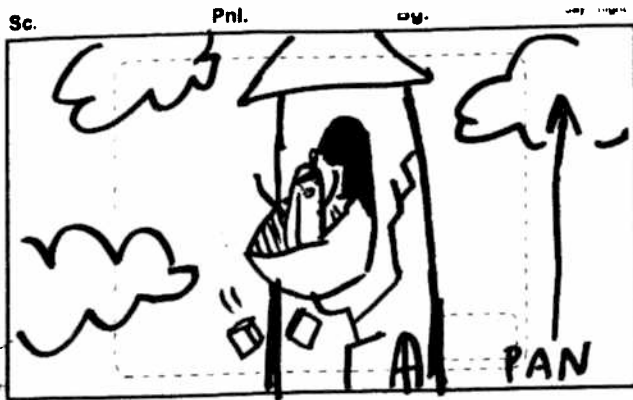
Sc. Pnl. Bg. day night



Dialog:

Action:
 the crack is moving up the tower

Timing:
 (he searches for the source of the yell.)



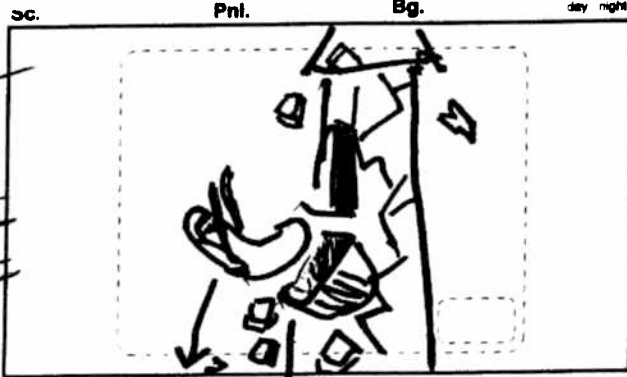
Dialog:

PB: "heeeeelp!"

Action:

Timing:

(the tower is crumbling... princess
Bubblegum is
in danger!)



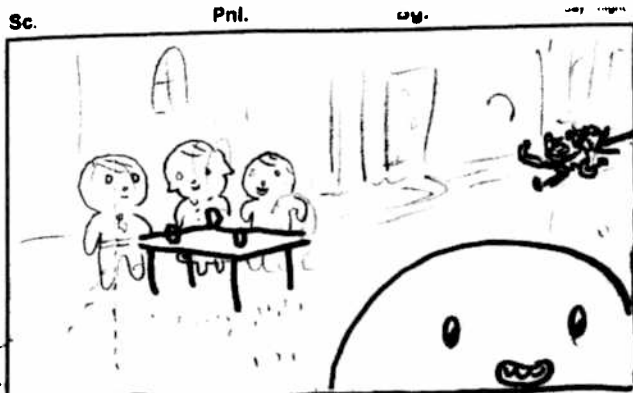
Dialog:

(FIN RUNS FASTER.)

Action:

Timing:

PB: "AAA!"

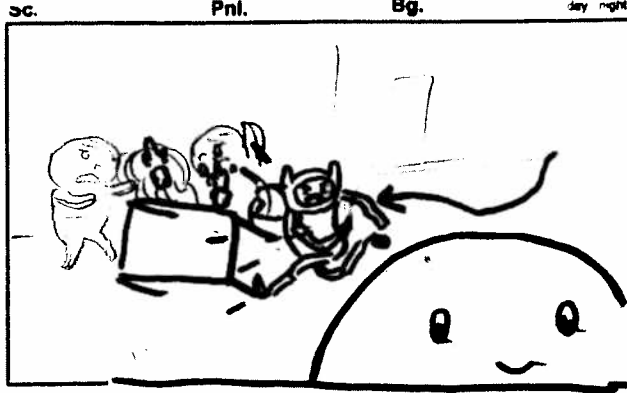


Dialog:

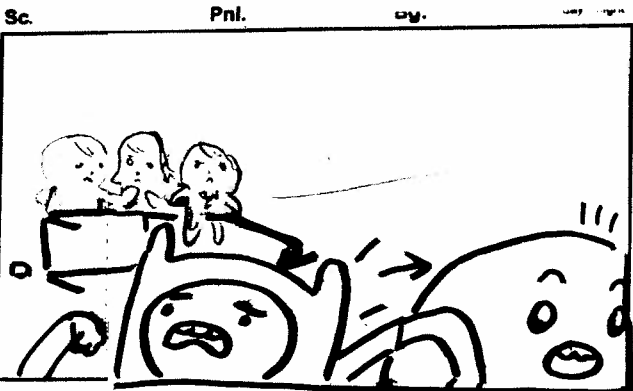
Fin: "eh eh"

Action:

Timing:



gingerbread men "Hey man!"
"watch it!"

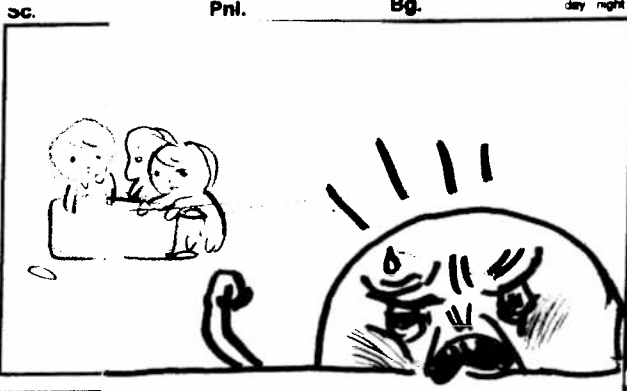


Dialog:

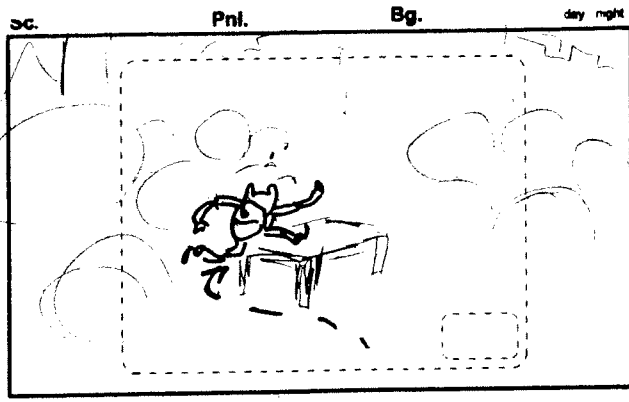
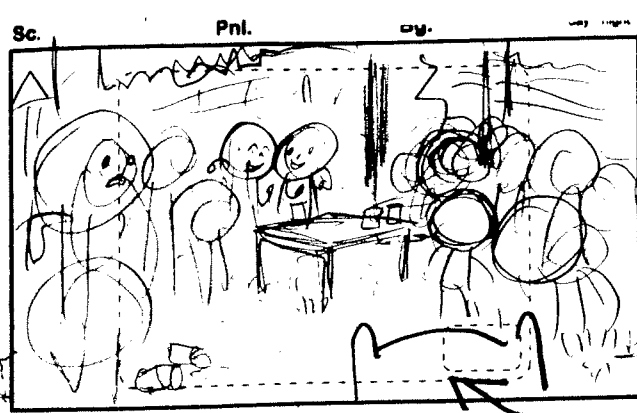
Candy man: "Hey!"

Action:

Timing:



cm: WATCH WHERE YOU'RE GOING!!!

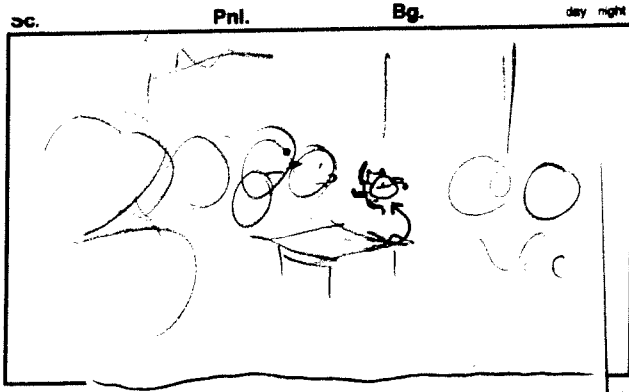
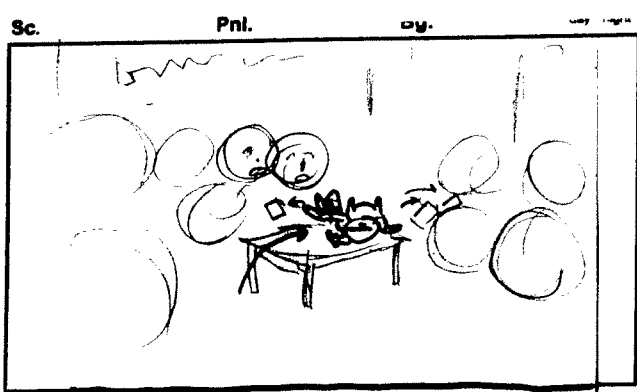


Dialog: _____

Fin: "Excuse me!!"

Action: _____

Timing: _____



Dialog: _____

(Fin slides over a table)

Action: _____

Timing: _____

Sc. Pnl. day night



Sc. Pnl. Bg. day night



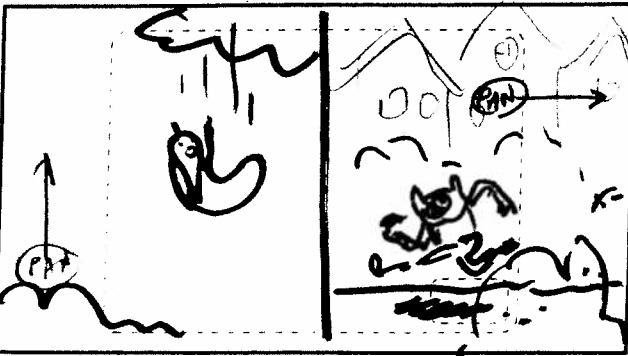
Dialog: _____

Action: _____

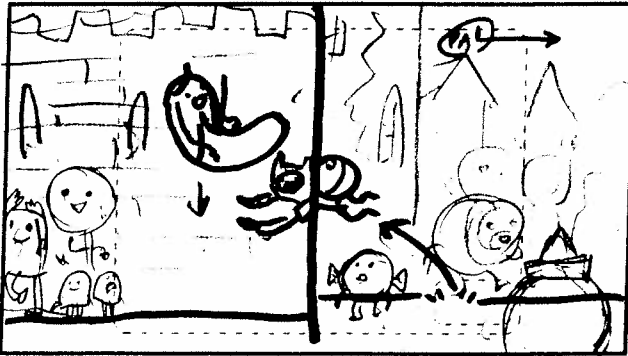
Timing: _____

← (Split Screen
Enters from Right)

Sc. Pnl. day night



Sc. Pnl. Bg. day night



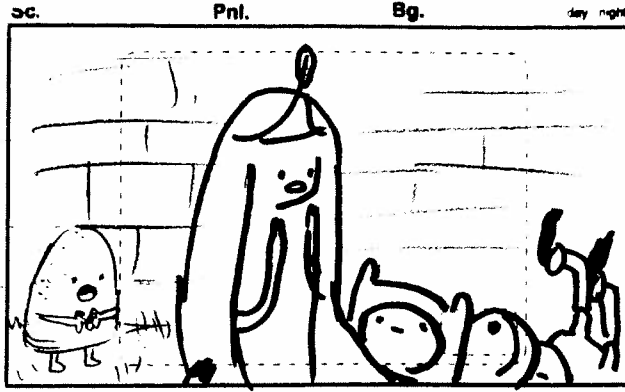
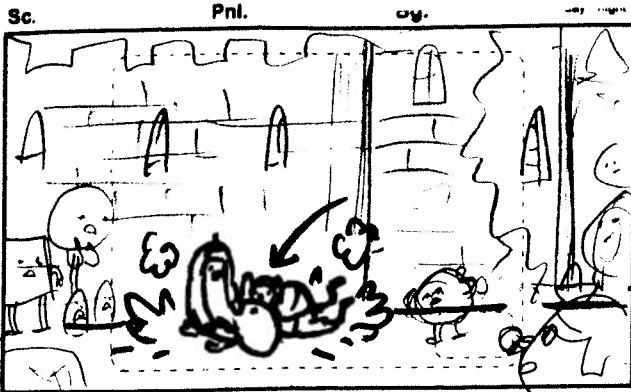
Dialog: _____

(Split Screen stops)

PAN down stops

Action: _____

Timing: _____

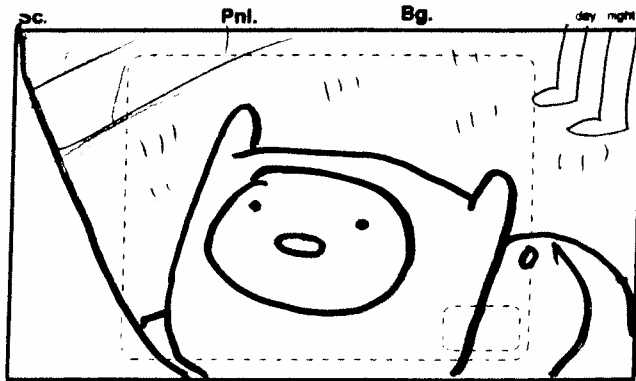
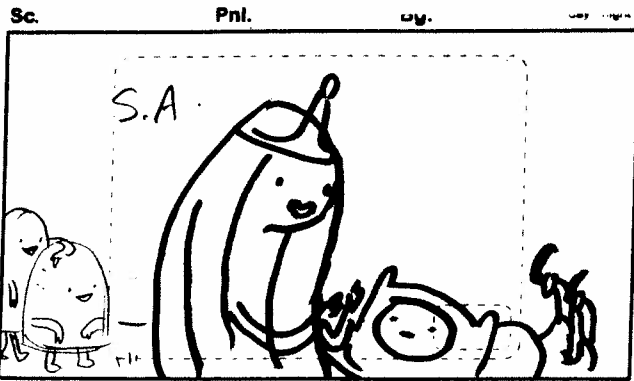


Dialog: (GPL it Screens Link up, and line disappears)

PB: FIN!...

Action:

Timing:

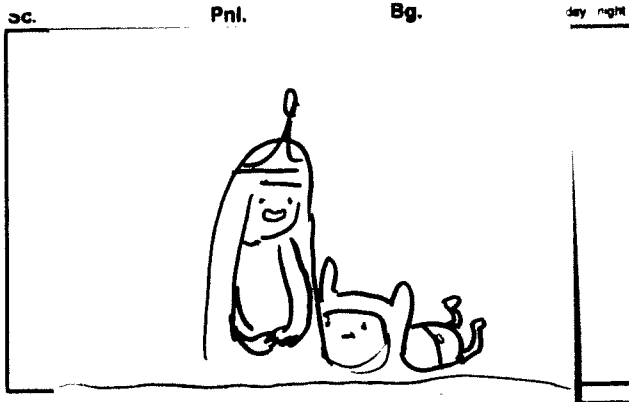
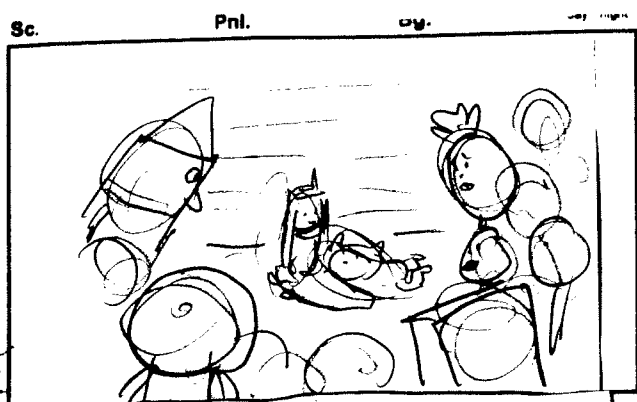


Dialog: PB: thank you for catching me.

F: Yup.

Action:

Timing:

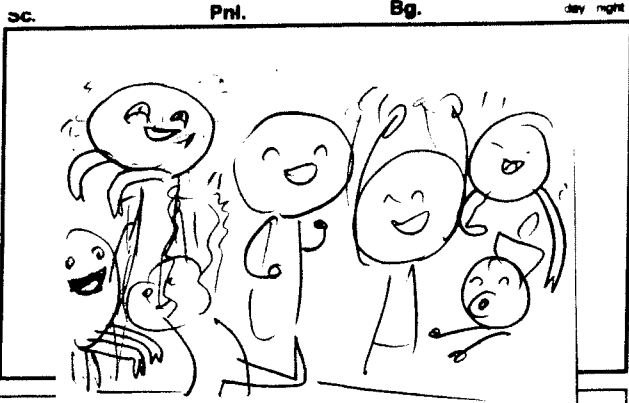
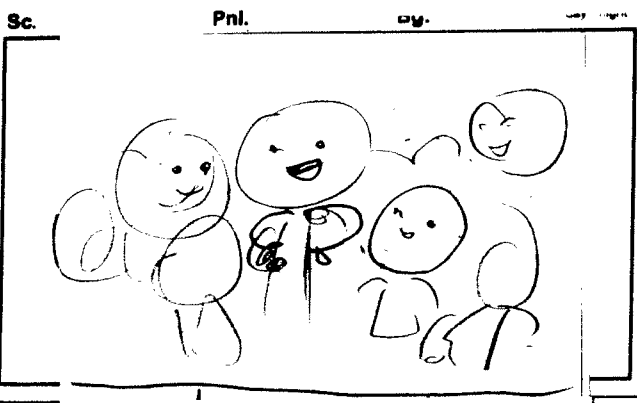


Dialog:
 Candy: Princess are you okay?
 people: Princess!
 are you alright?
 what happened?
 Princess! Princess!?

Action:

Timing:

PB: I'm fine, thank
 you everyone. Fin ~~was~~ saved me.

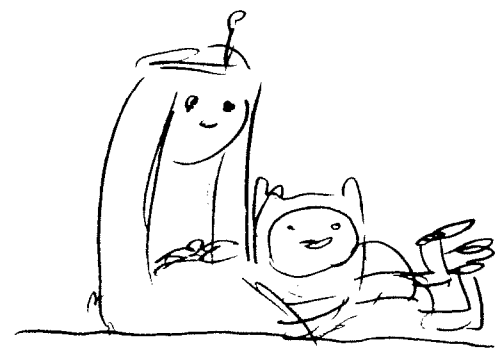


Dialog:
 CP: Wow Fin!
 Everybody dance for
 Fin!

Action:

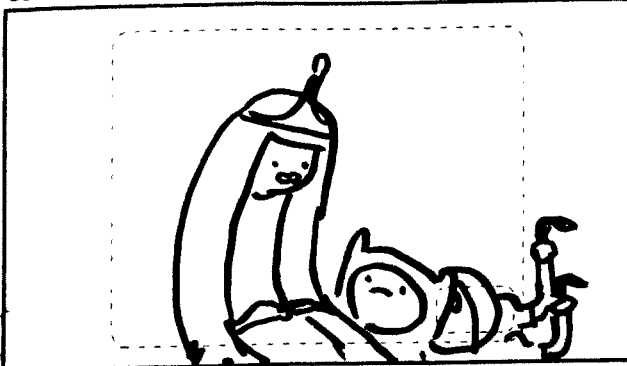
Timing:

CP: woo woo woo

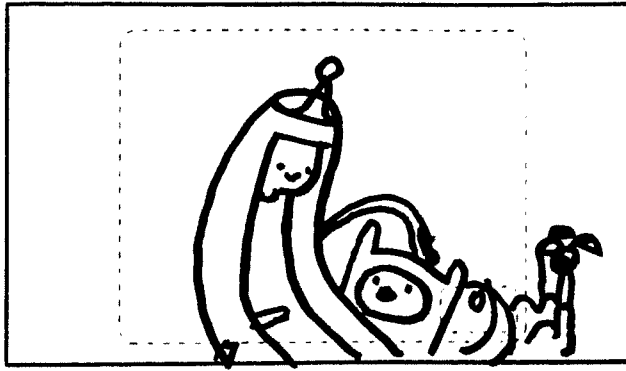


Fin: Haha - cool

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night



Dialog:

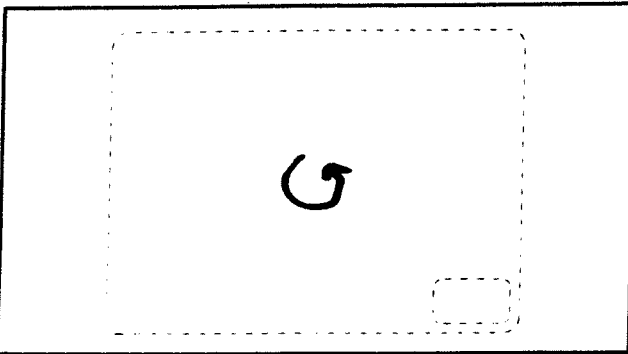
PB: ~~say~~ let's go ~~there~~
in my castle. I have a quiet
story to tell you.

Fin: ...well.. ok.

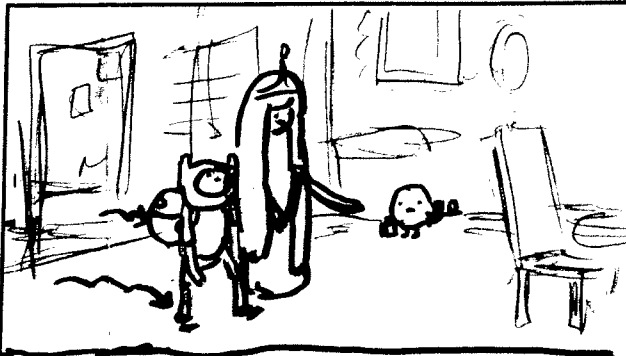
Action:

Timing:

Sc. Pnl. ay. day night



Sc. Pnl. Bg. day night

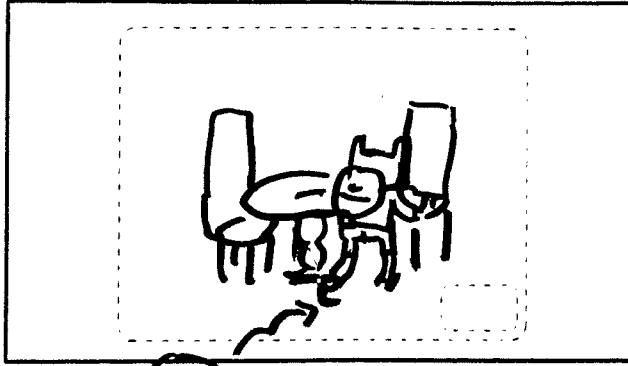
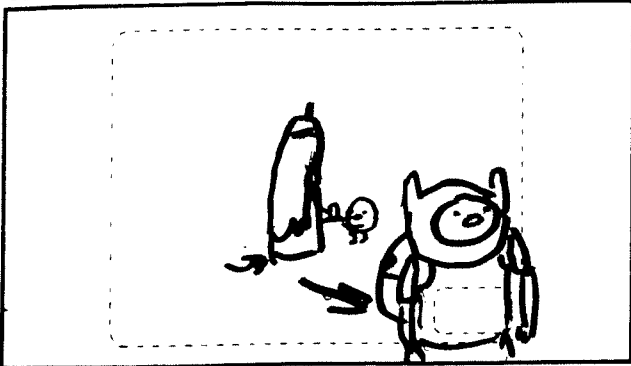


Dialog:

PB: take a seat
over there.

Action:

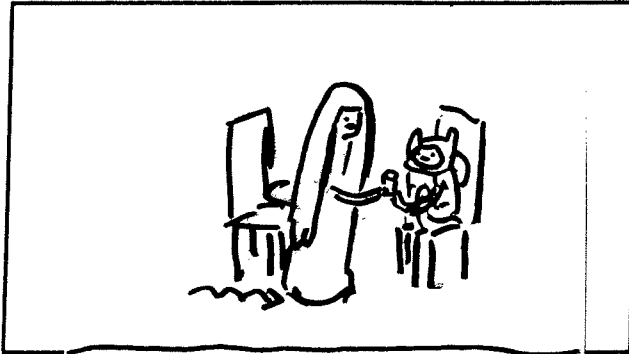
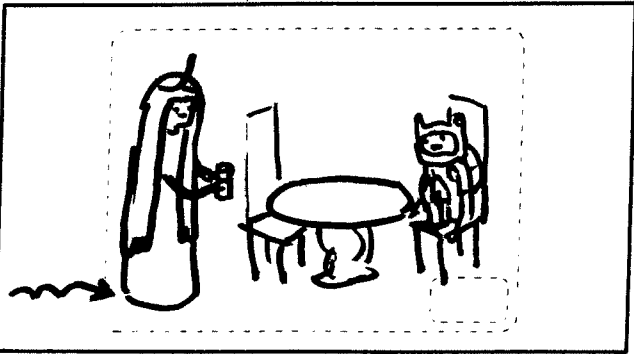
Timing:



Dialog:
F: mmm... ok.

Action:

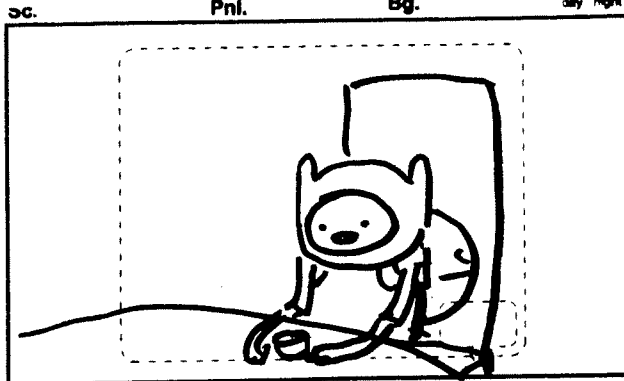
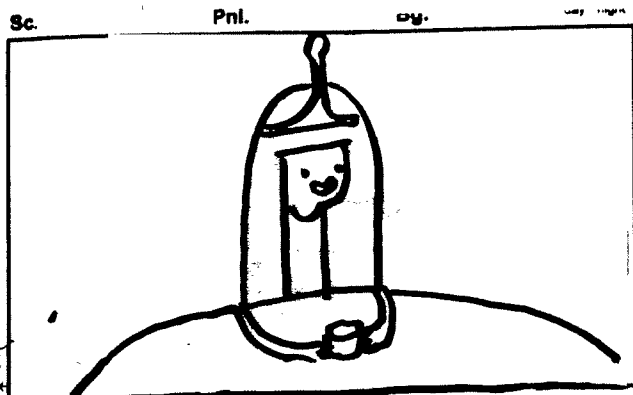
Timing:



Dialog:
PB: You were so brave
Just Now, Fin

Action:

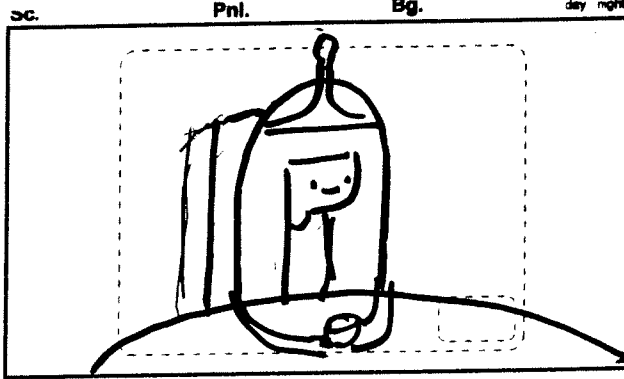
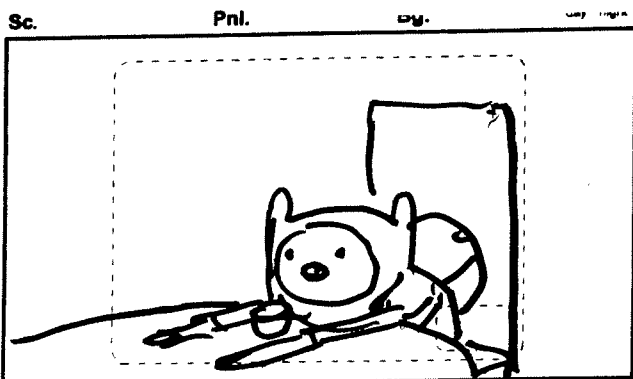
Timing:



Dialog: PB: You do realize that, right? F: I guess...

Action:

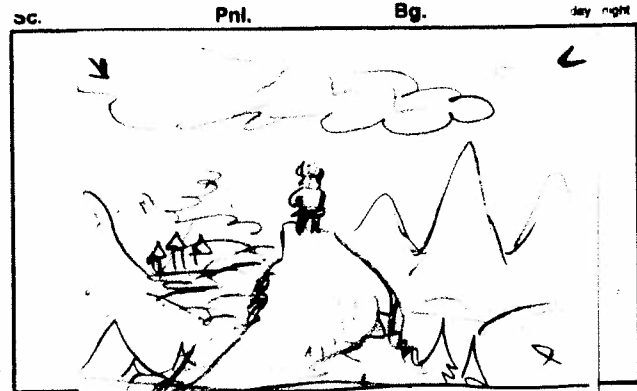
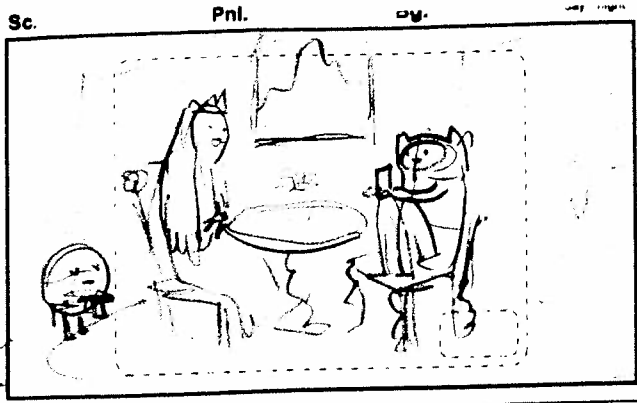
Timing:



Dialog: F: I like rescuing people. PB: mmm hmm...

Action:

Timing:



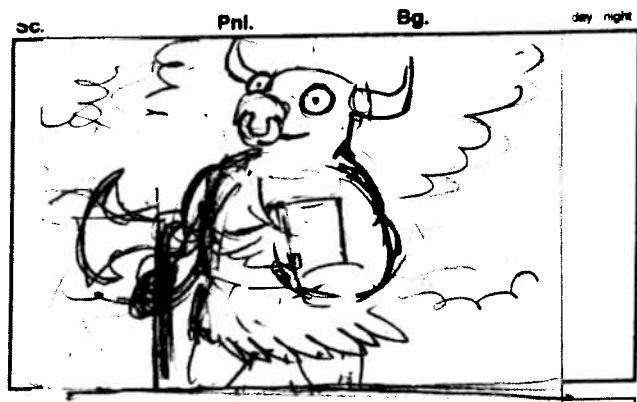
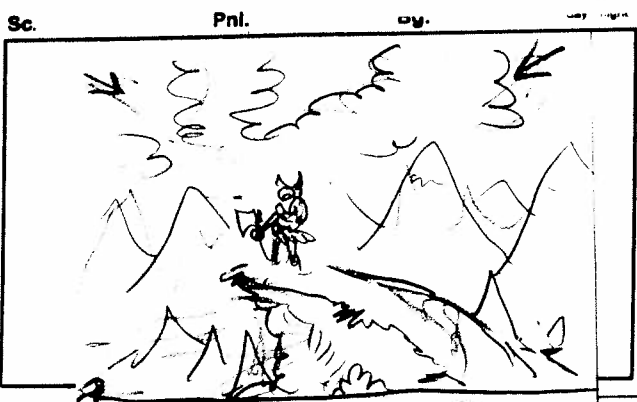
Dialog:
PB: A long time ago
there was a Brave
Minotaur Hero,
who also enjoyed
rescuing people.

Action:

Timing:

(camera Rotates around,
Pose out)

PB: His name was
Mannish Man



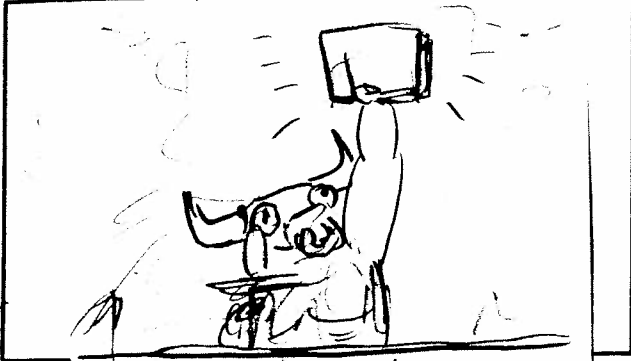
Dialog:
PB: ~~and he possessed the~~
and he possessed the
ancient Book of wisdom

Action:

Timing:

PB: THE Heroes
~~and he possessed the~~

Sc. Pnl. Pg. day night




Dialog: PB: enchindron!
~~enchindron!~~

Action:


Timing:

Sc. Pnl. Bg. day night



(Amazing music)

Sc. Pnl. Pg. day night




Dialog: PB: ~~enchindron!~~ passed down
From hero to hero since
the ~~beginning~~


Action:

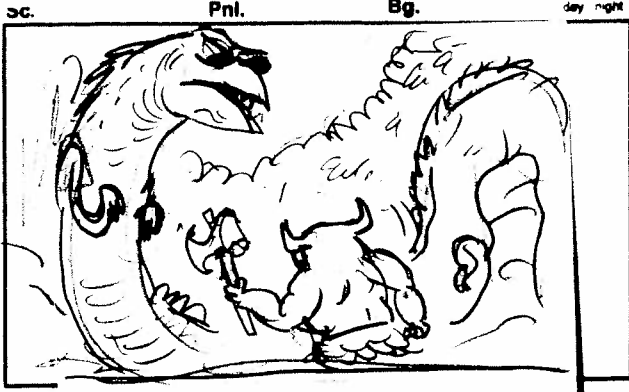
Timing:

Sc. Pnl. Bg. day night



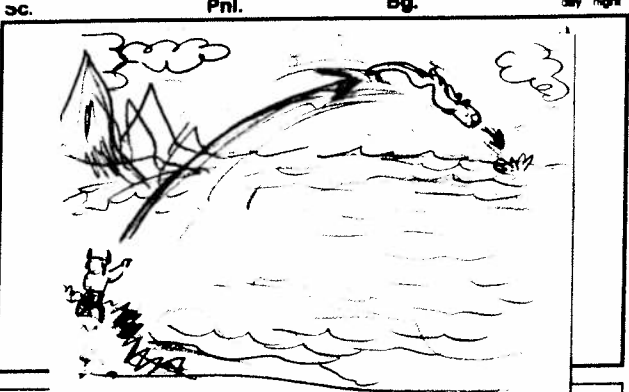
PB: ... Very Beginning of
heroism.





PB: This Book contained
all the "Secrets of
the warrior"

PB: And with this
knowledge...



Dialog:

CRUSH

PB: He performed many
great feats.



Sc. Pnl. dy. day night



Dialog: and defeated in
~~the~~

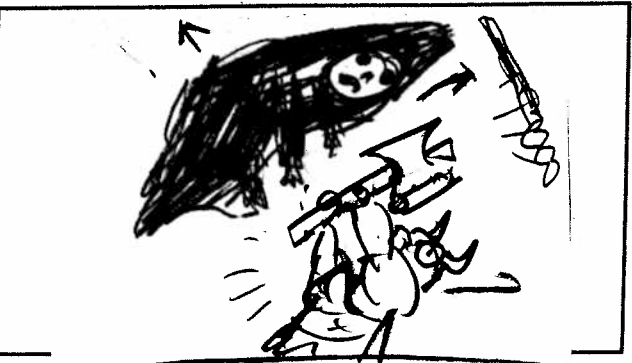
Action:

Timing:

Sc. Pnl. Bg. day night



Sc. Pnl. dy. day night

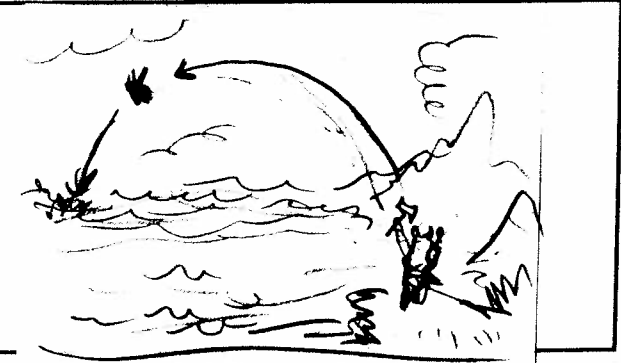


Dialog: PB: ~~the~~ many great
evils...

Action:

Timing:

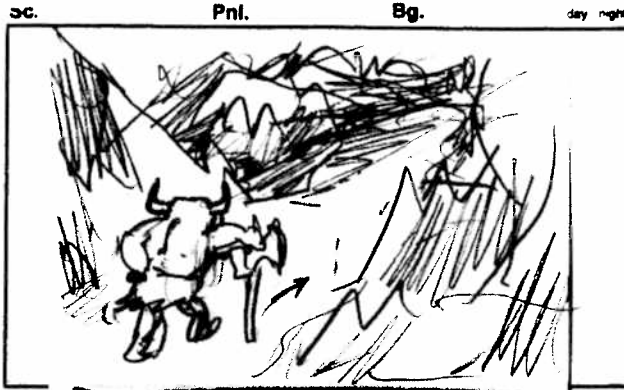
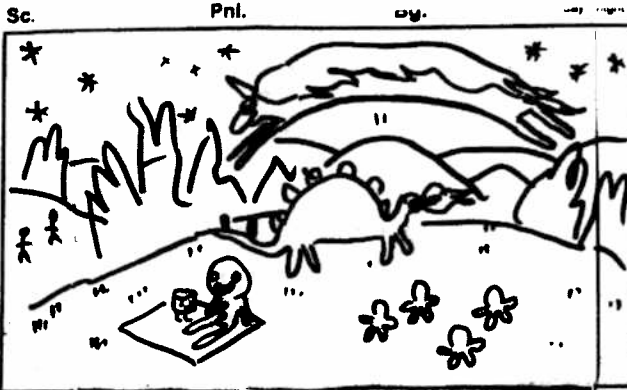
Sc. Pnl. Bg. day night



~~the~~

Action:

Timing:

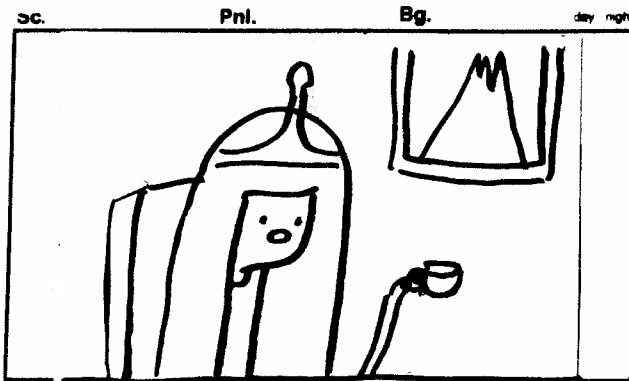
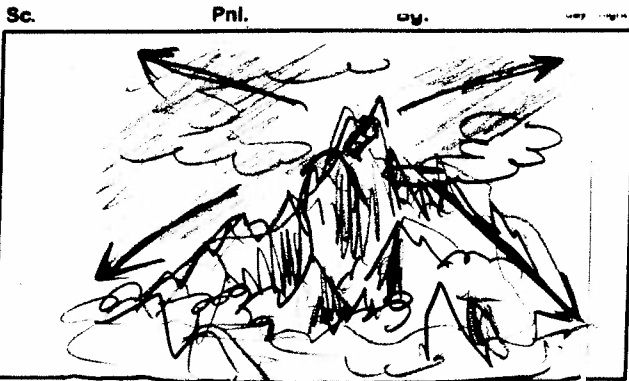


Dialog: ~~There~~ when the land of
PB: ~~and~~ began to flourish
once again...

PB: Mannish may become
too old to "hero-about".

Action:

Timing:



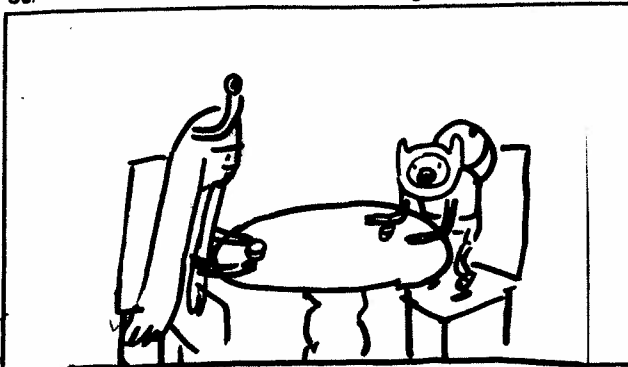
Dialog:
PB: he climbed to the top
of the treacherous
Mount Cragdor

PB: and now waits for the
next great warrior to
claim the Enchiridion.

Action:

Timing:

Sc. Pnl. day night



Dialog:
F: NO WAY!!

Action:

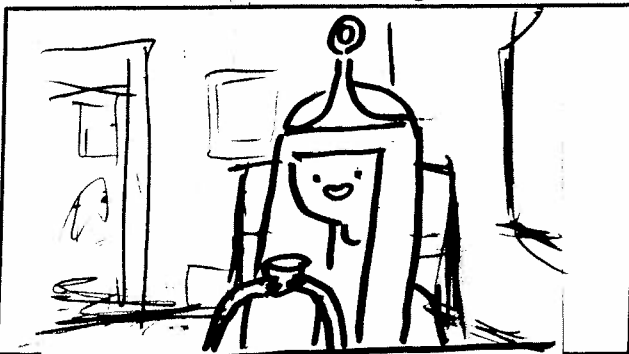
Timing:

Sc. Pnl. Bg. day night



* slurp *

Sc. Pnl. day night

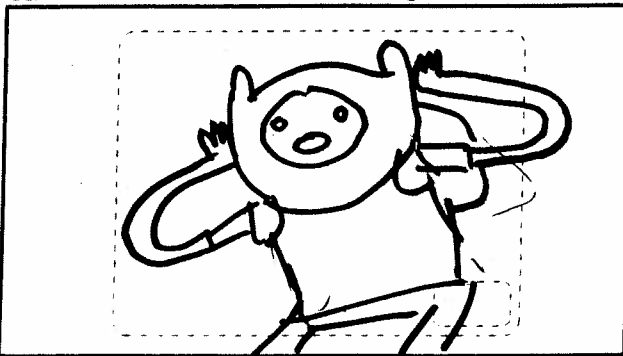


Dialog:
PB: way.

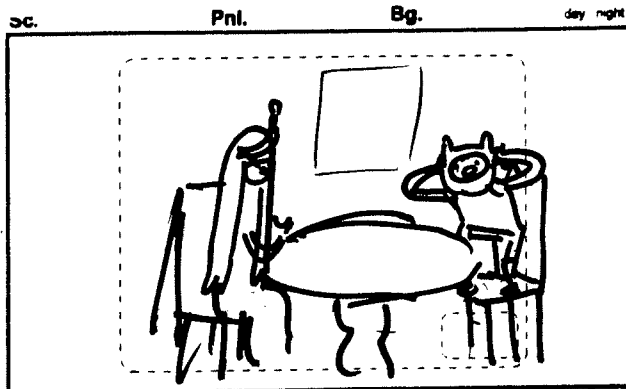
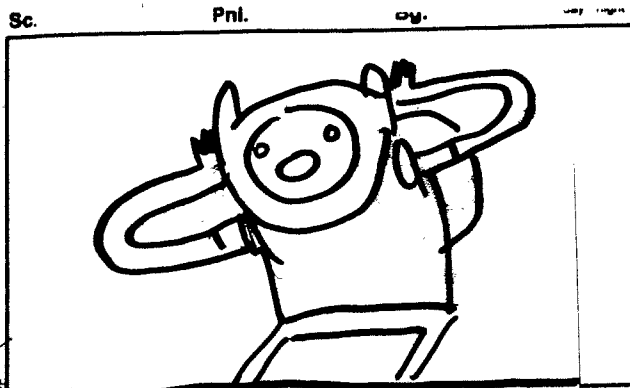
Action

Timing:

Sc. Pnl. Bg. day night



F: "hv!"

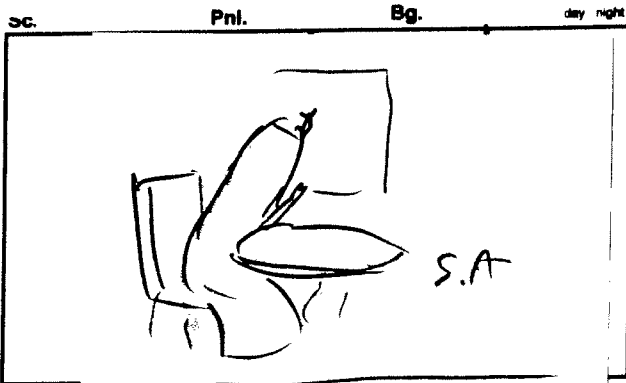
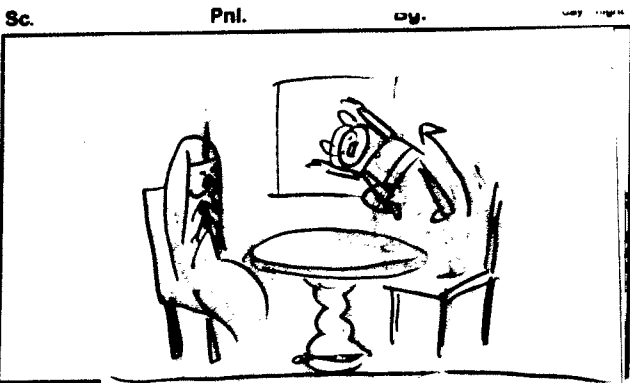


Dialog:
P: Do you think I
could try to get ~~the~~ the book!!

pb: I don't see why not?

Action:

Timing:

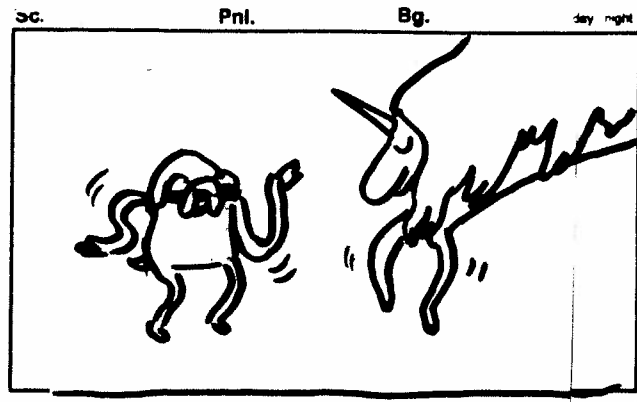
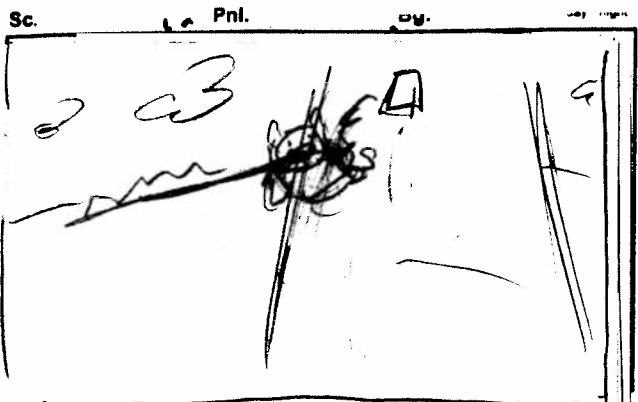


Dialog:
Fin: Then off I go!
(Jumps out window)

(Princess B: Fin!

Action:

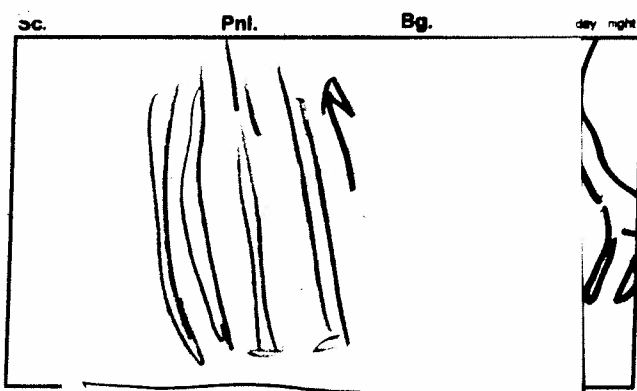
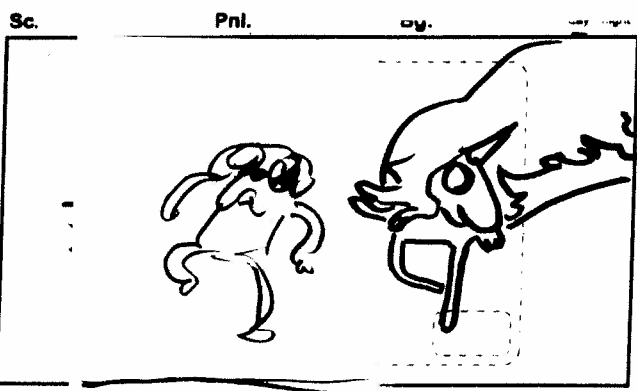
Timing:



Fin: Jake, C'mon!

Act

Timing:

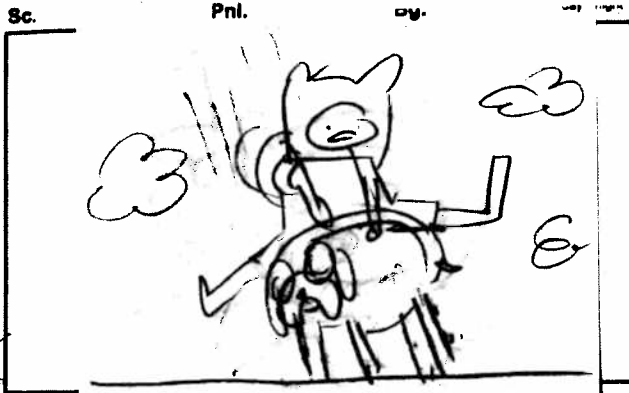


Dialog: J. huh?

(STRETCH)

Action:

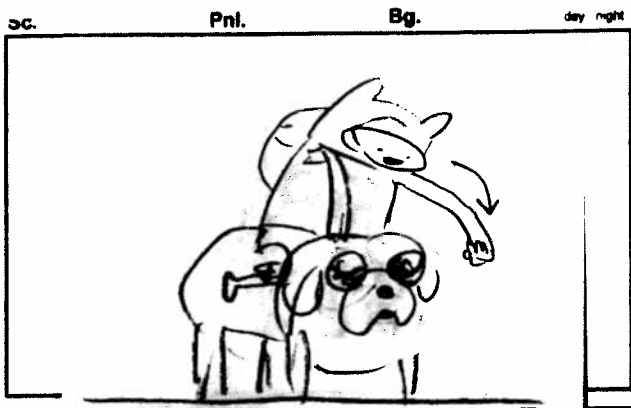
Timing:



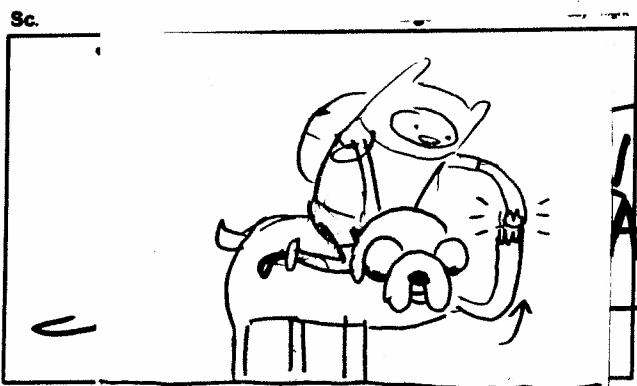
Dialog: F: Thanks pal.

Action:

Timing:



* You
F: Know what time it is
buddy?

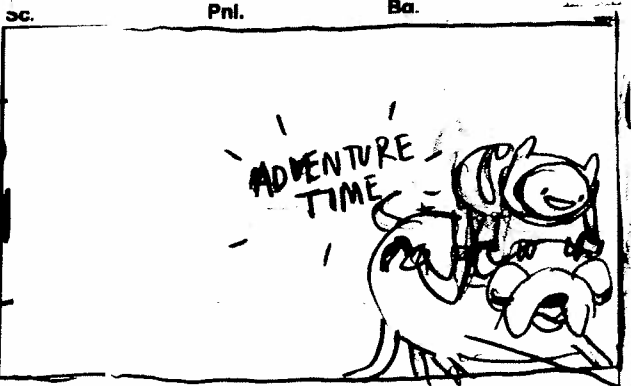


J: Adventure time?!

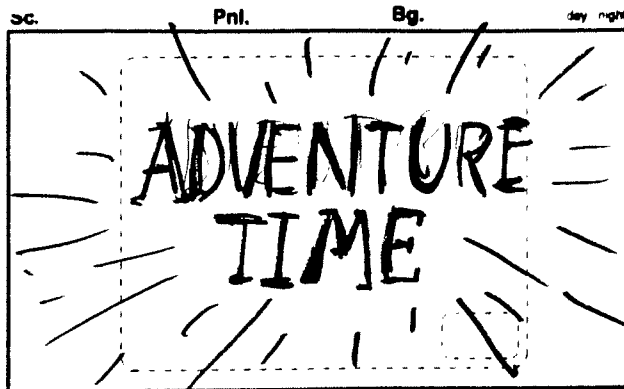
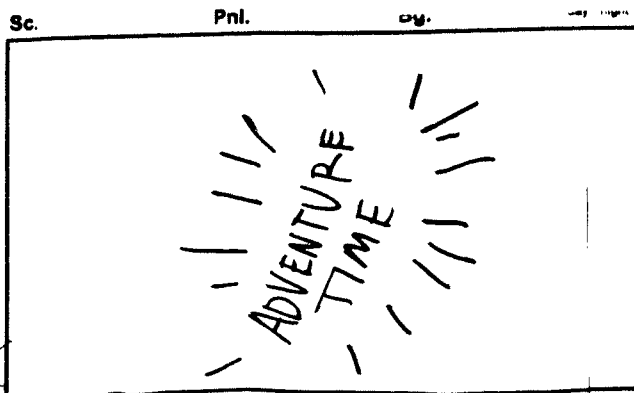
Dialog:

Action:

Timing:



F: YEAH MAN!

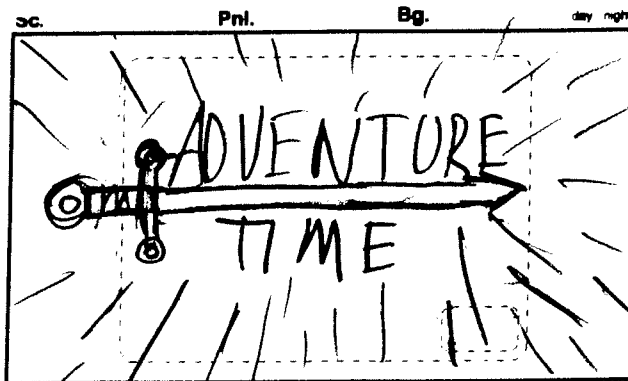
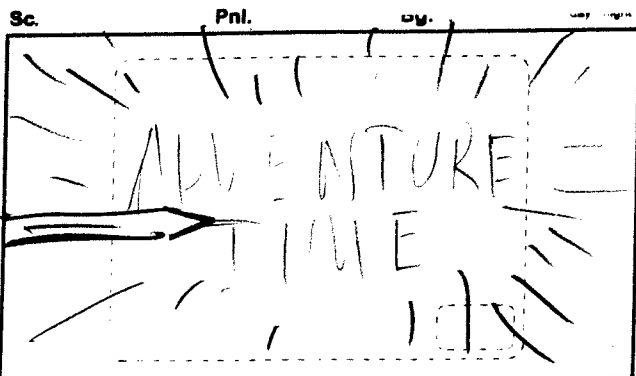


Dialog:



Action:

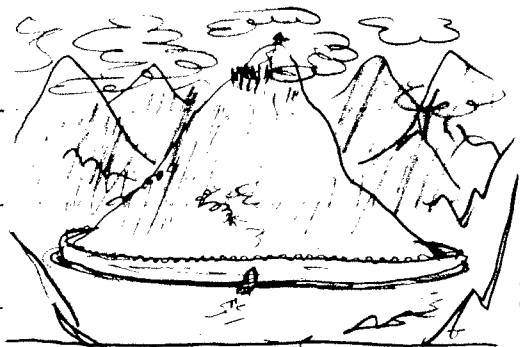
Timing:

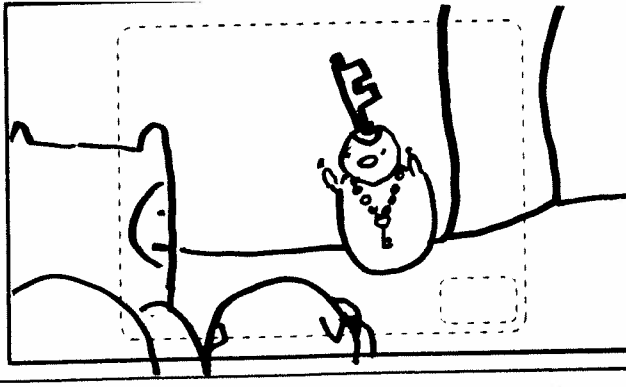
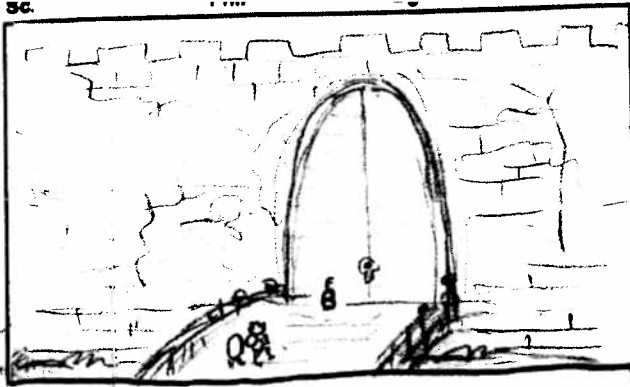


Dialog:

Action:

Timing:

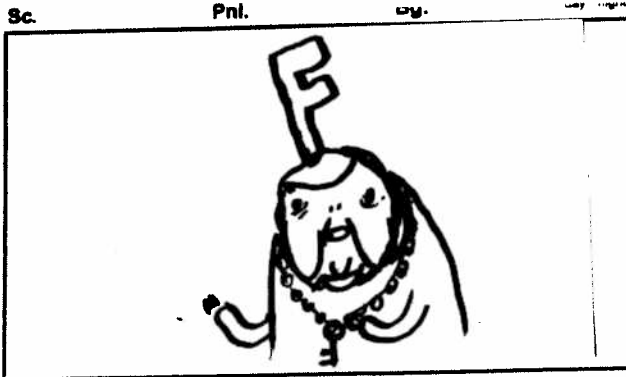




Greetings young
heros to be...

This mountain is called
(ragdori)
Herosworth. It exists to
test the might of those
who seek great honor as
protectors of all ~~that is good~~
in this world

Timing:



Dialog:

Many noble challengers
have entered to test their
will indeed. ~~Many~~ Evil
creatures have entered
as well seeking the ~~the~~

Action:

Timing:

~~the~~ treasures that cover
this ~~land~~. But no one has
ever left here, Alive or
dead! Only the ~~triest~~
most ~~hero~~ can
worthy

~~and~~ receive the Heros Enchiridion,
~~and~~ walk out those doors again.

If it is you, friend, ahah,
I cannot say ~~I am~~ certain,
But you are verily welcome
to try. However first you
must pass my riddle ~~the~~
my name is the keyper

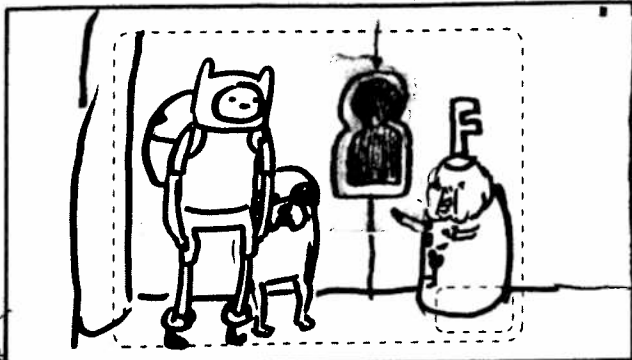


Sc.

Pnl.

Bg.

day night

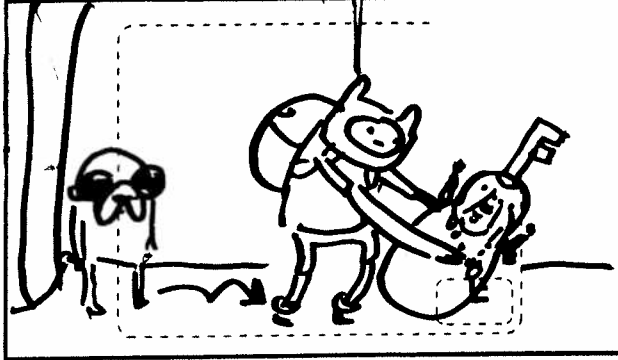


Sc.

Pnl.

Bg.

day night



Dialog:

and Dull so for I carry the
key to this door. But all

Action:

Timing:

is not how it appears, you see?
or perhaps you don't see
at all! tee hee hee!

perhaps the key is in
you child, but you cannot
use ~~your~~ ^{your} ~~own~~ ^{own} ~~key~~ ^{key} here, this
door is magically sealed!



Sc.

Pnl.

Bg.

day night



Sc.



Dialog:

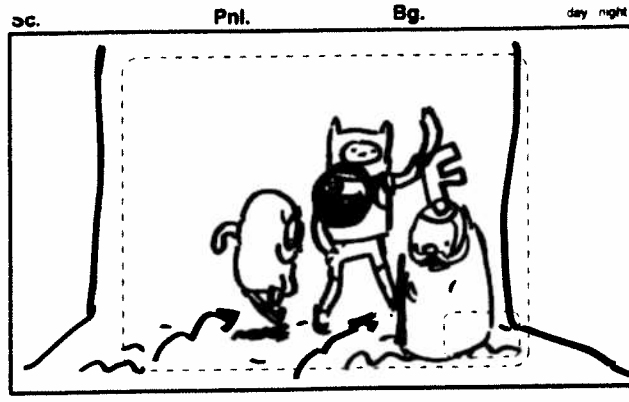
You've unlocked the Riddle, ~~and~~
and the door! hah! brilliantly ~~and~~

Action:

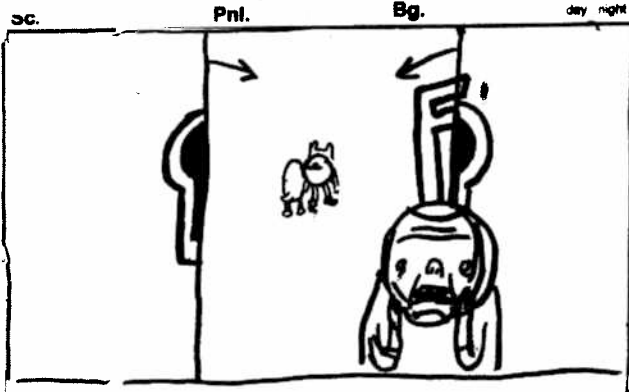
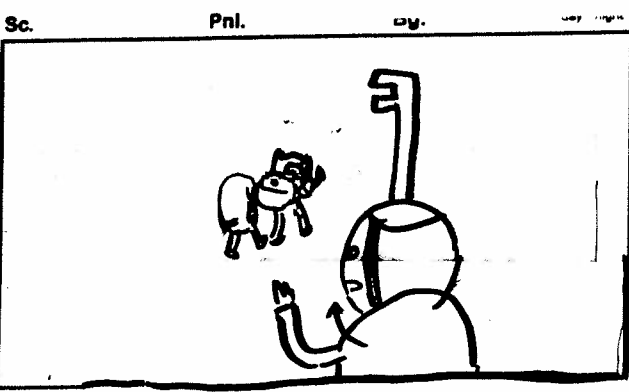
Done, child... as my name is the
key per I myself am the key to this lock!

Timing:

please! reveal to me how you unravelled my ~~clue~~
clue!

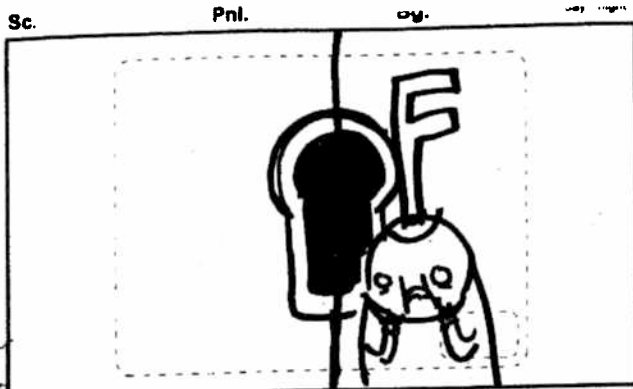


Dialog:
 Fi I jus + thought yobd look cute stuffed in that lock!
 key/ri: oh yes... that's how most people get in.
 Action:
 Fin: BY!
 Timing:
 (fin waves goodbye and enters the giant gates of mount cragdor.)



Dialog:
 You've passed this first trial/young warriors, but prepare yourselves
 Action:
~~for there~~ are many trials left ahead of you.
 Timing:
 and each trial is more treacherous than the last!

↑
N
A
P



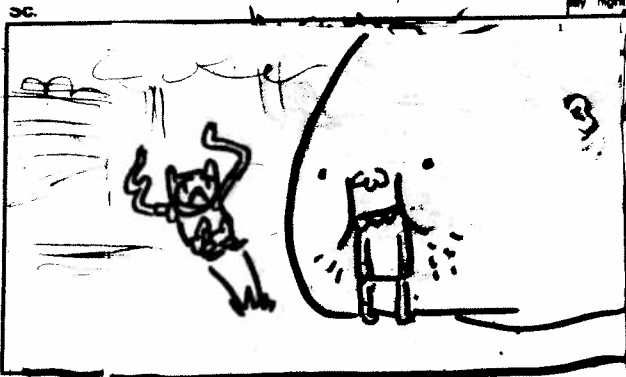
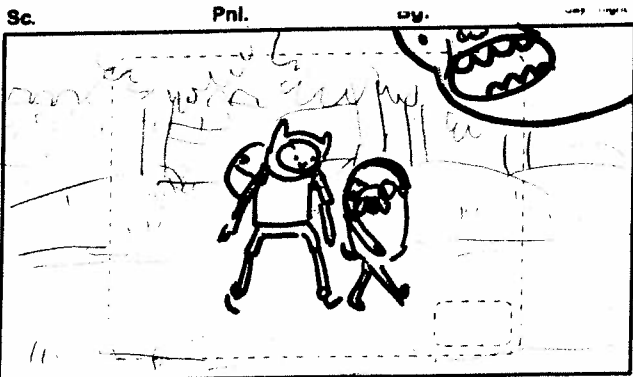
Dialog:

"SLAM!"

F: What a huggable little man.

Action:

Timing:



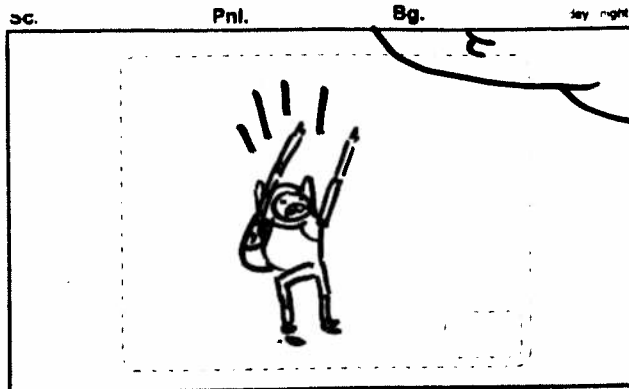
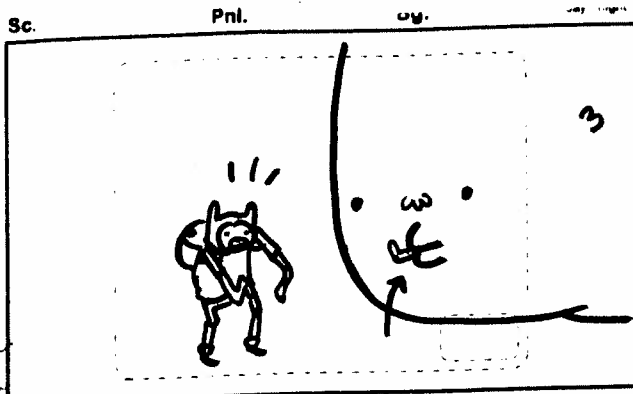
Dialog:

If all the trials
are that adorable,
getting to the top
will be a piece of
pie.

CHOMP!

Action:

Timing:



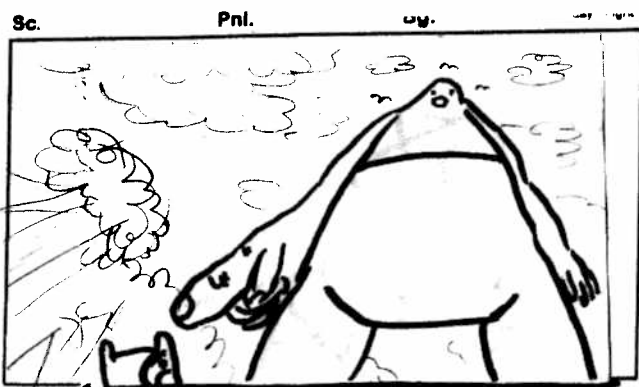
Dialog:

JAKE?!

JAKE??!!?

Action:

Timing:

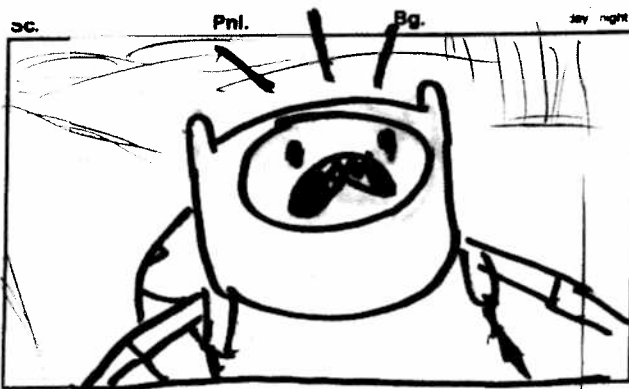


Dialog:

You CANNOT PASS!

Action:

Timing:



GIVE ME BACK
MY FRIEND!!

Sc. Pnl. Cg. say right

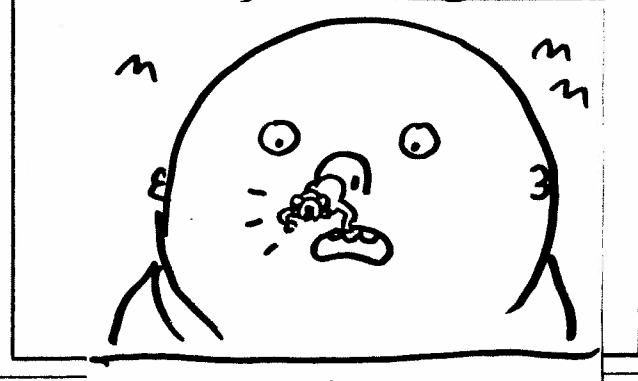


Dialog:
NO.

Action:

Timing:

Sc. Pnl. Bg. say right



JAKE: It's okay Fin!
I can get out!

Sc. Pnl. Cg. say right



Dialog:
(pushes Jake back in)

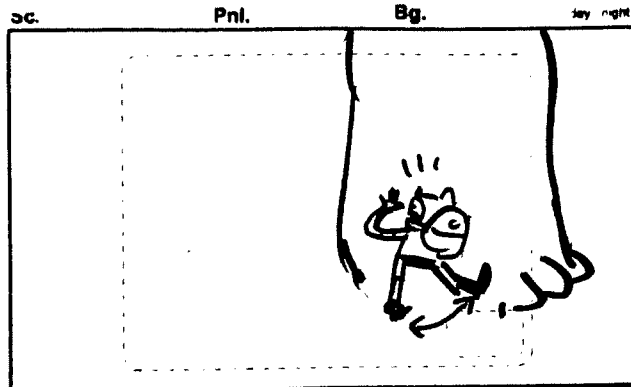
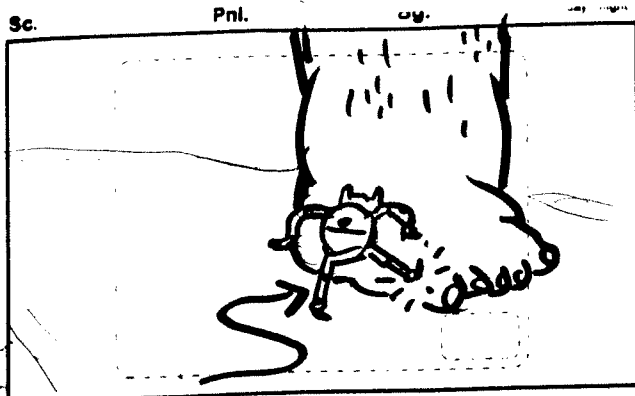
Action:
Jake "oh!"

Timing:

Sc. Pnl. Bg. say right



F: LET JAKE GO
OR I'LL!!



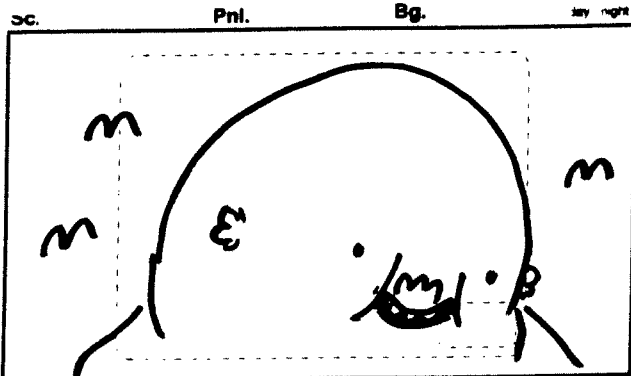
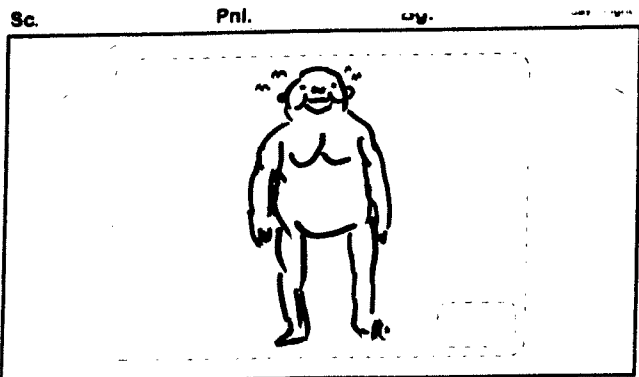
Dialog:

kick kick

F: "I'll KICK YOUR FOOT!"

Action:

Timing:

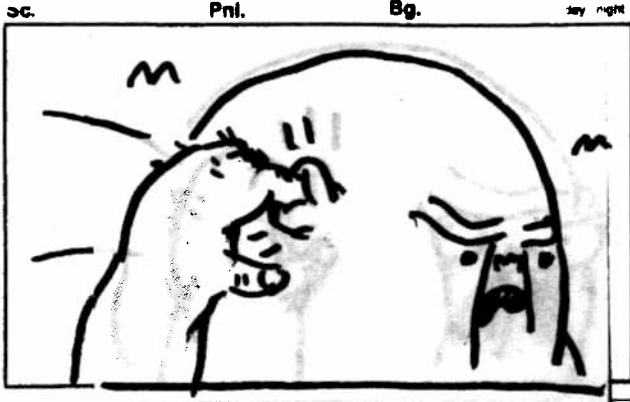
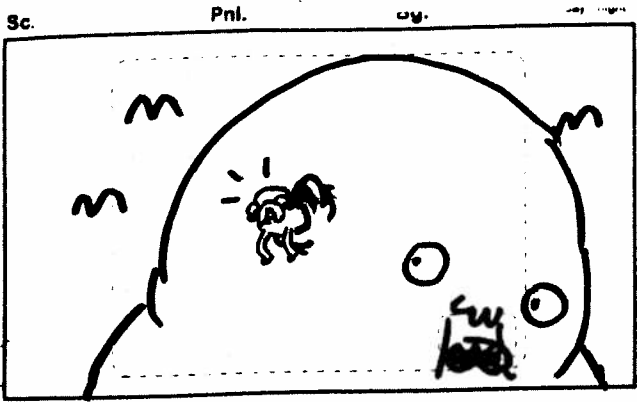


Dialog:

Haha hahaha!!!

It's impossible for you to hurt me.

?

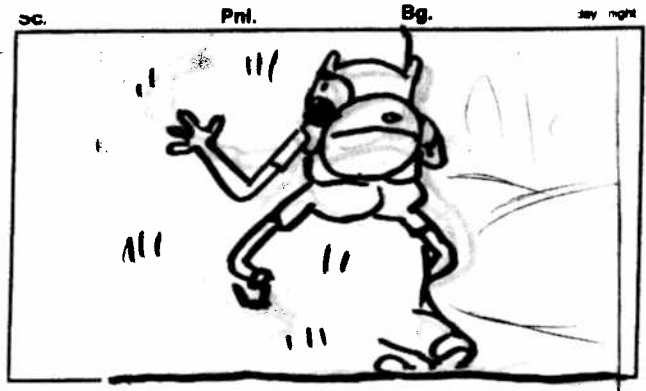
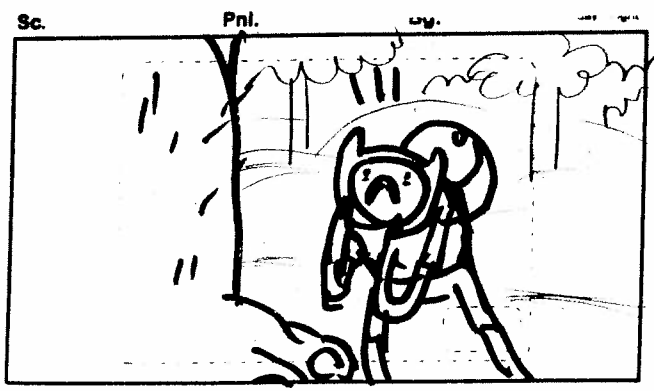


Dialog: It's okay dude! I found another way out!

"SLAM!"
Take: ooo!

Action:

Timing:

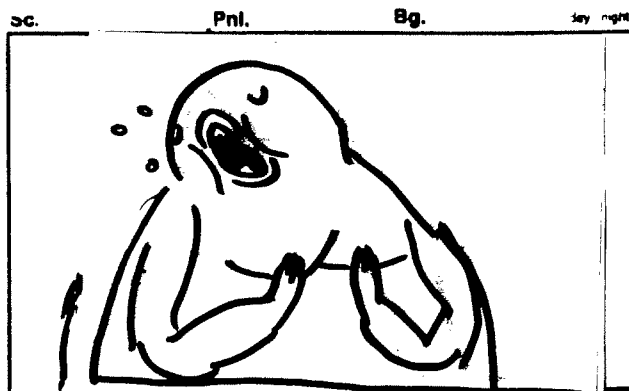
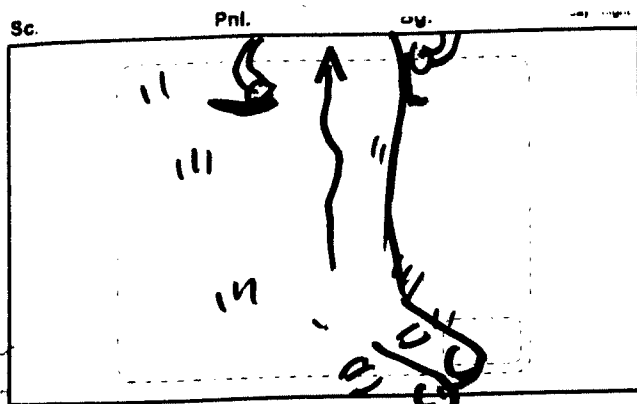


Dialog: hu!

I'm Comin Buddy!

Action:

Timing:

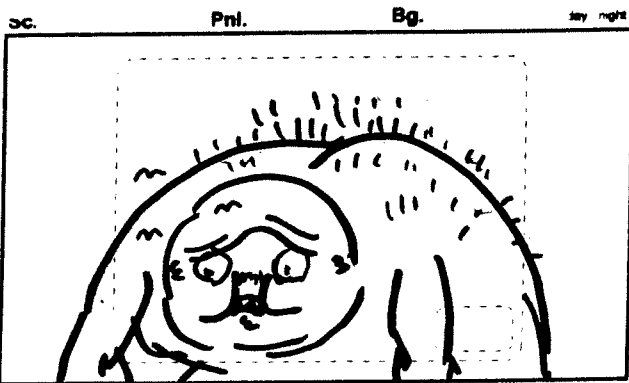
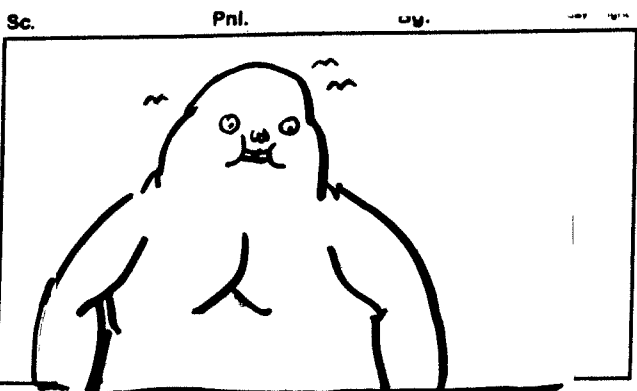


Dialog:

BRAAP!

Action:

Timing:



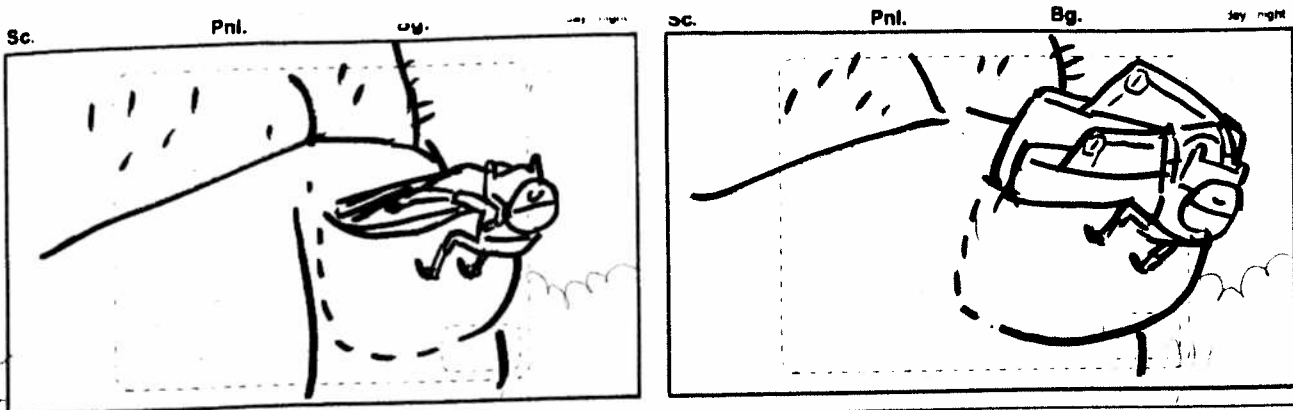
Dialog:

I think your
dog finally fell into
my stomach.

Hey whered yougo?!

Action:

Timing:



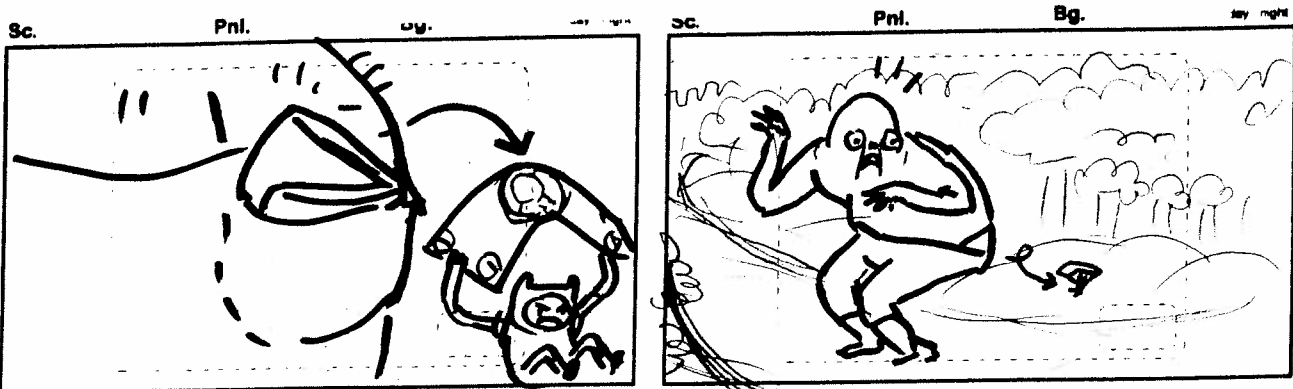
Dialog:

I've got your wallet, man!

Action:

(Fin pulls the only dollar out of the monster's wallet)

Timing:



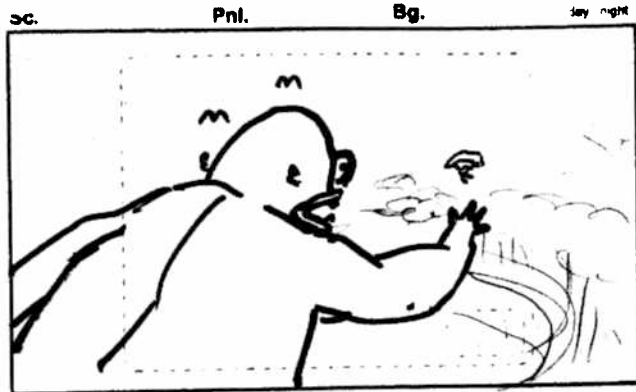
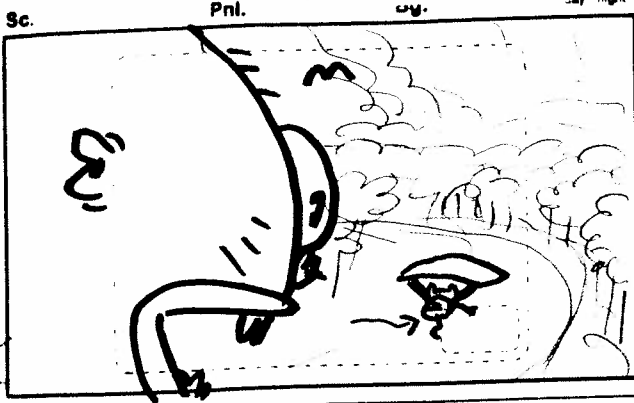
Dialog:

~~monster: hu!~~ (and glides away)

monster: hu! NO!

Action:

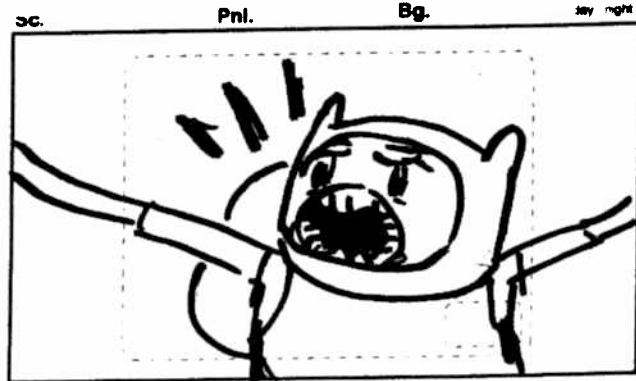
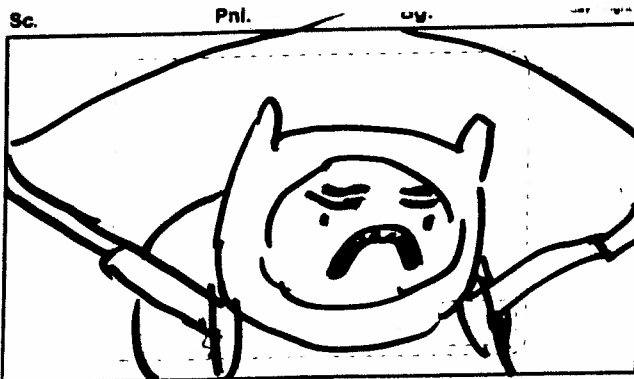
Timing:



Dialog: Moasta: MY BIG MONEY!! GIVE IT BACK!

Action:

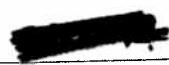
Timing:



Dialog: Gimme BACK MY FRIEND!

Action:

Timing:



Sc. Pnl. ug. say right



Sc. Pnl. Bg. say right



Dialog:

But I killed him already!

...

Action:

Timing:

Sc. Pnl. ug. say right



Sc. Pnl. Bg. say right



Dialog:


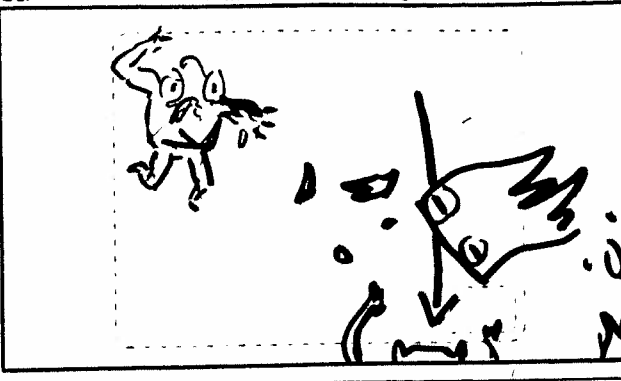
FINE. I'll GIVE
YOU YOUR
DOLLAR!

Action:

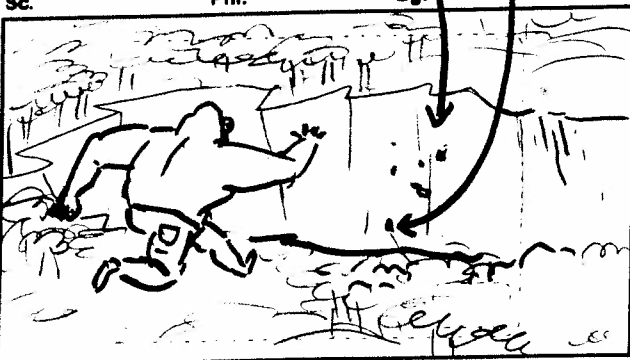
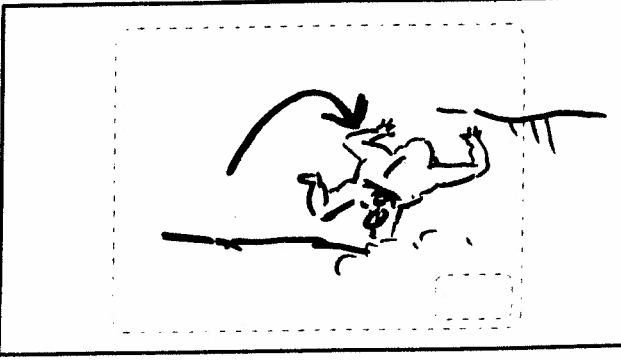
Timing:

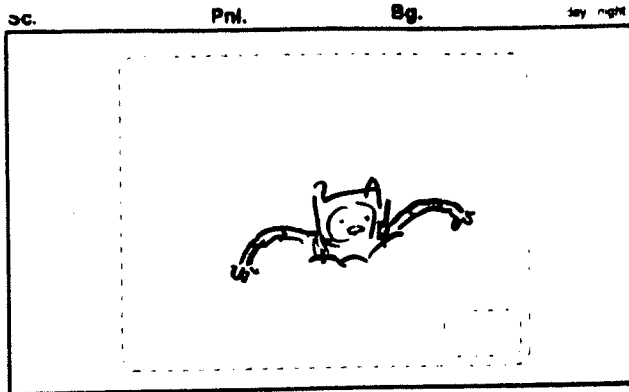
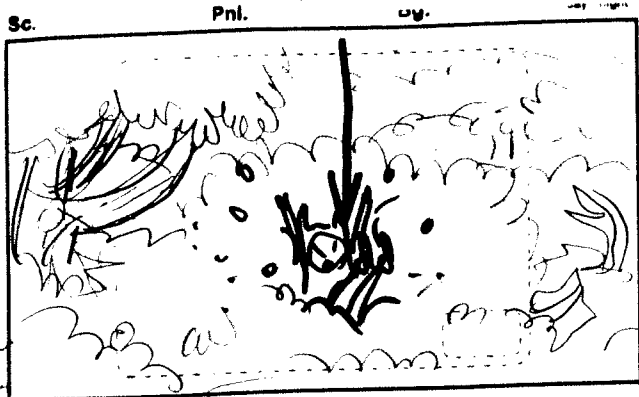
HERE'S YOUR
DOLLAR!!!

Page _____

Sc.	Pnl.	Uy.	say right	Sc.	Pnl.	Bg.	say right
							
<p>Dialog:</p> <p style="font-size: 2em; text-align: center;">KRIPPP!</p>							
<p>Action:</p>							
<p>Timing:</p>							

Page _____

Sc.	Pnl.	Uy.	say right	Sc.	Pnl.	Bg.	say right
							
<p>Dialog:</p> <p style="text-align: center;">money drifts into gourdge</p>				<p>Monster: ROOOAAARR!!!</p> <p style="text-align: center;">monster jumps</p>			
<p>Action:</p> <p style="text-align: center;">Fin falls to tree tops</p>				<p style="text-align: center;">after money and grabs it.</p>			
<p>Timing:</p>							



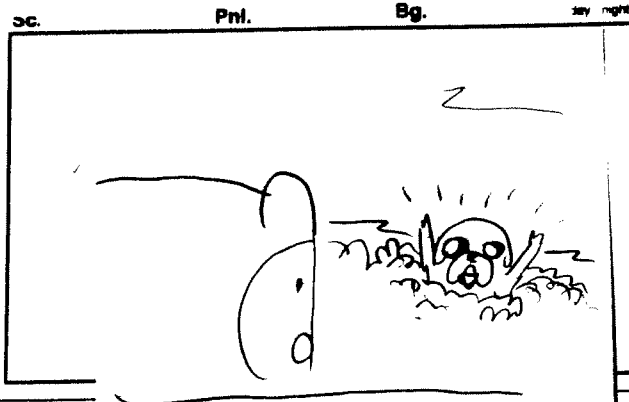
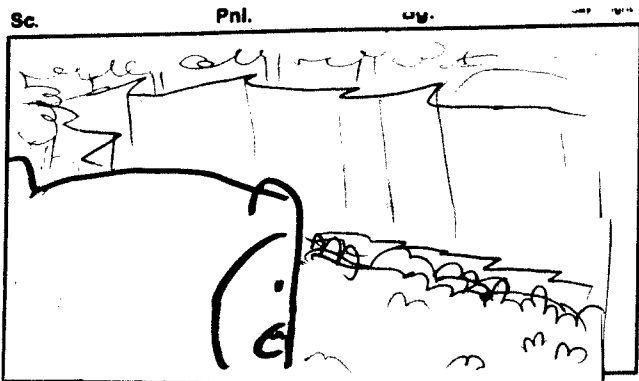
Dialog:

oh Jake..

Action:

(Fin lands hard
on the top of a
soft tree)

Timing:



Dialog:

You can't really be
gone, can you?

Jake: Nope!

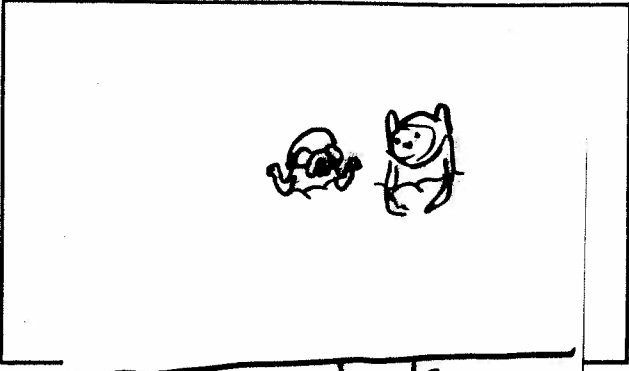
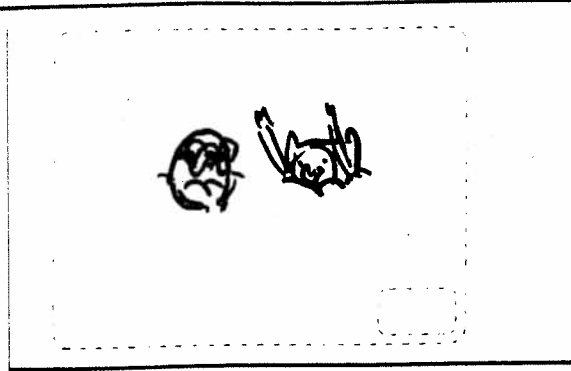
Action:

Timing:

Sc. Pnl. ay.

Sc. Pnl. Bg.

↙
Flip
characters.



Dialog:

F: Take! how'd
you escape!

Action:

Timing:

I crawled out
J: the guys butt.

Sc. Pnl. ay.

Sc. Pnl. Bg.

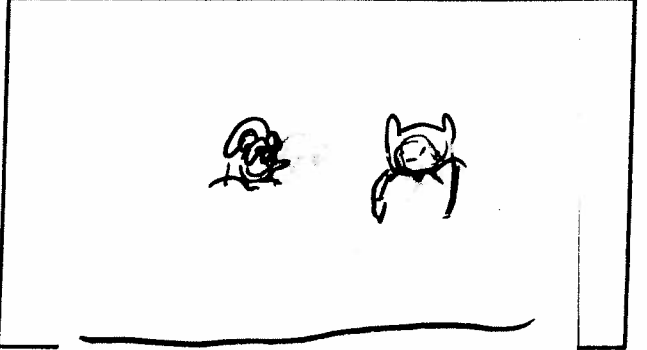


F: Aww gross!

Dialog:

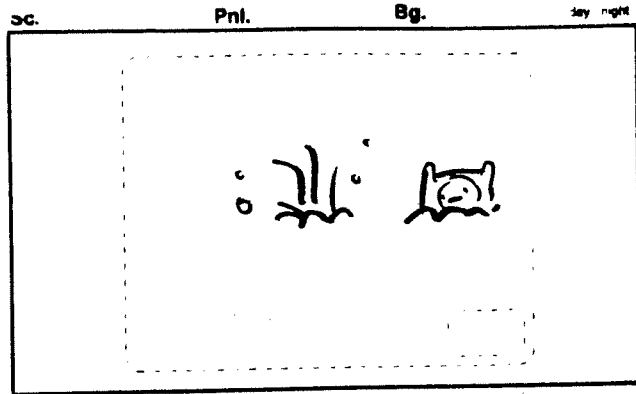
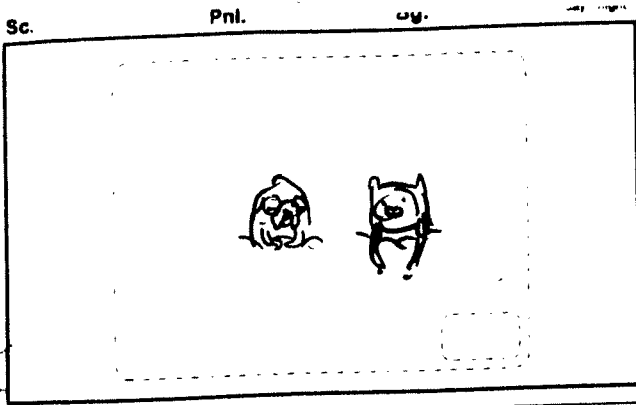
Action:

Timing:



J: hey... grow up.
everyones got a
bottom.





Dialog:

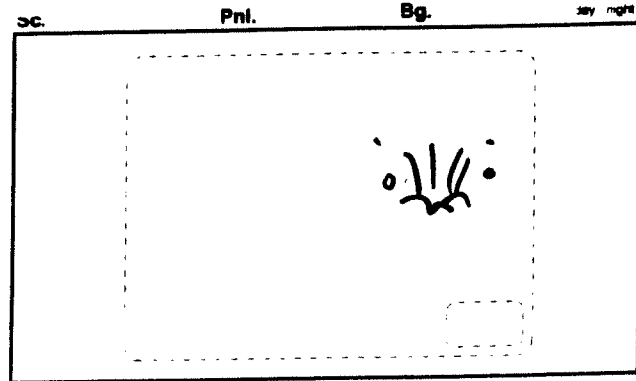
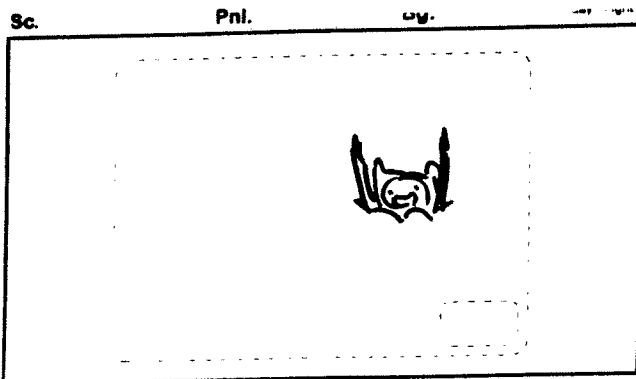
maheh heh...
F speak for yourself,

Action:

man.

Timing:

shoomp




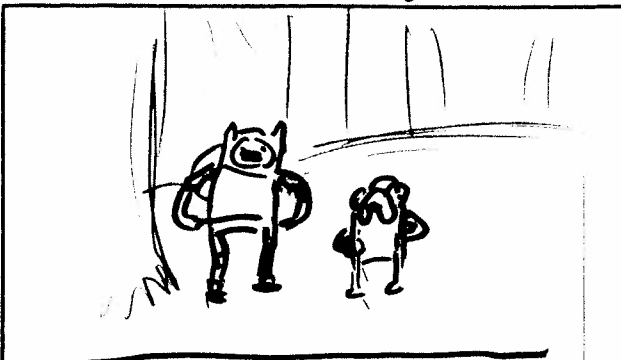
Dialog:

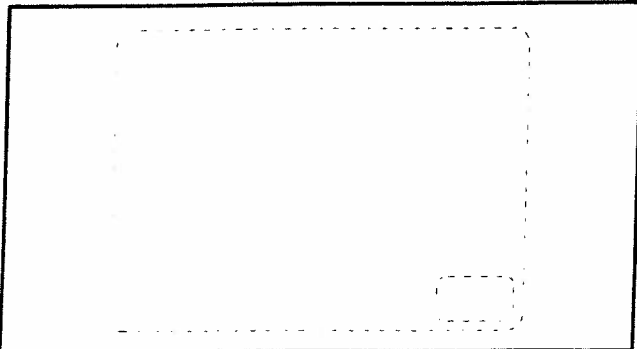
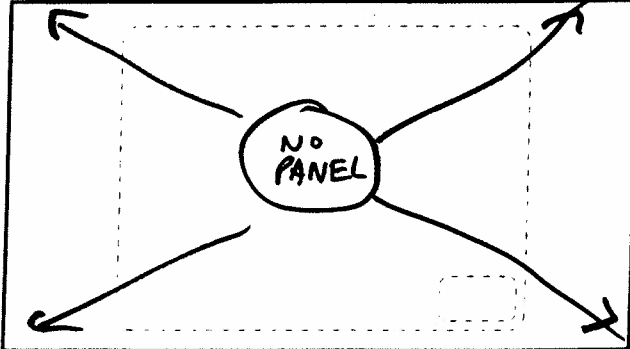
haha!

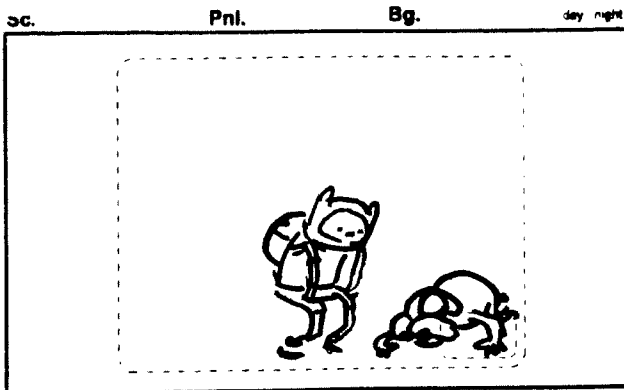
x Shoomp*

Action:

Timing:

Sc.	Pnl.	Bg.
		
<p>F: Answer Where are we now?</p>		
<p>Dialog:</p>		
<p>Action:</p>		
<p>Timing:</p>		

Sc.	Pnl.	Bg.
		
<p>Dialog:</p>		
<p>Action:</p>		
<p>Timing:</p>		



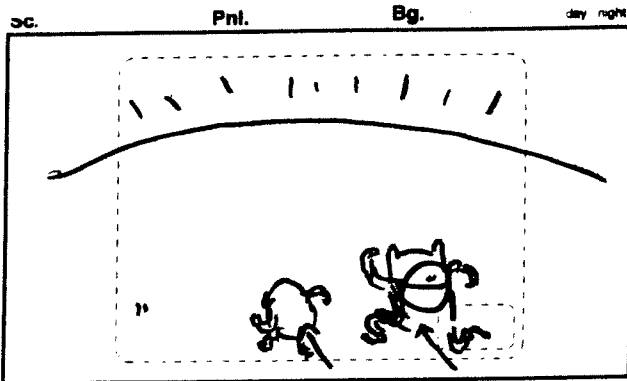
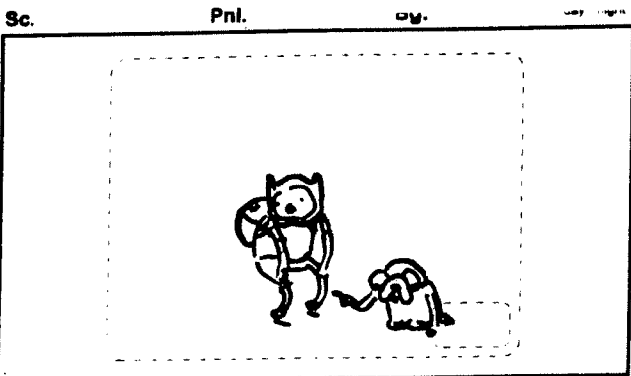
Dialog:

J: that's what I'm
trying to figure out.

J: ("smellin...")

Action:

Timing:



Dialog:

J: it smells pretty good
over that hill.

Action:

Timing:

Sc. Dial


X

Dialog:


Action:

Timing:

Sc. Pnl. Bg. Page



Sc. Pnl. Bg. Page




Dialog:

Action:

Timing:

Sc. Pnl. Bg. Page



the name of this game is choose juice. I am the choose good. Which juice do you choose?

Sc. Pnl. Wg.



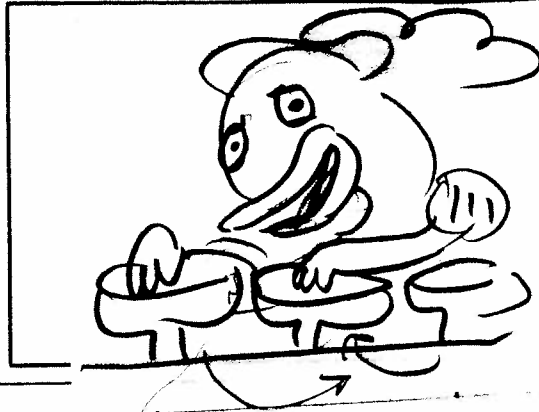
Dialog:

Finn: uh... what is this?

Action:

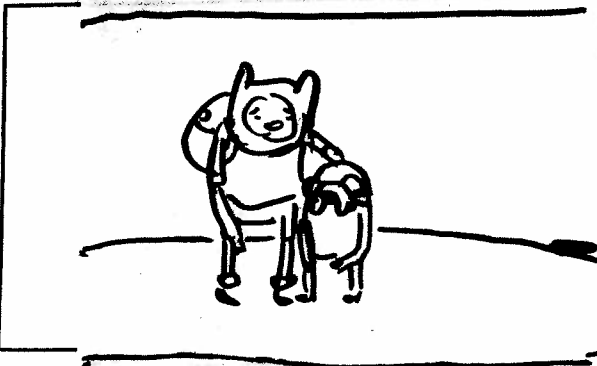
Timing:

Sc. Pnl. Bg.



G: just peruse my simple clues. Choose a juice. I like your shoes.

Sc.



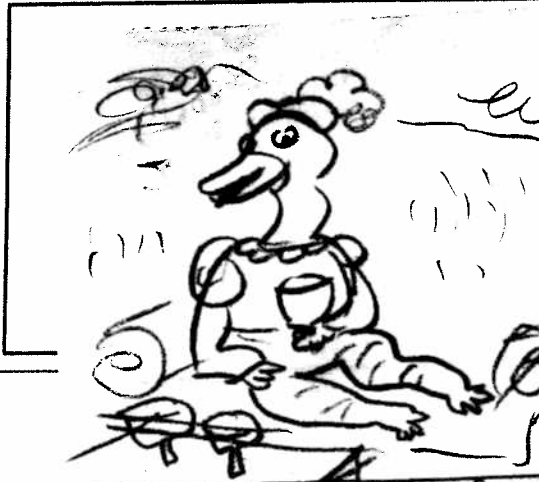
Dialog:

F: My shoes?

Ac

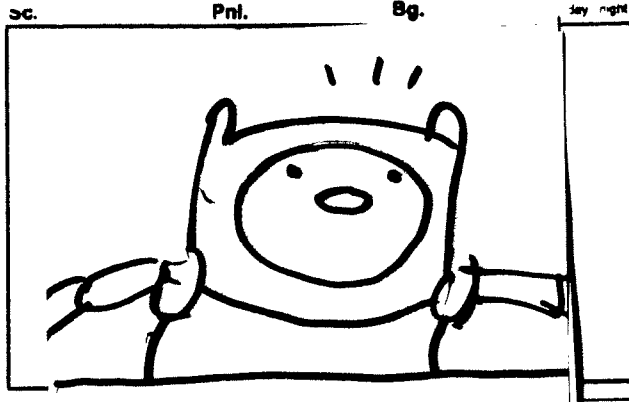
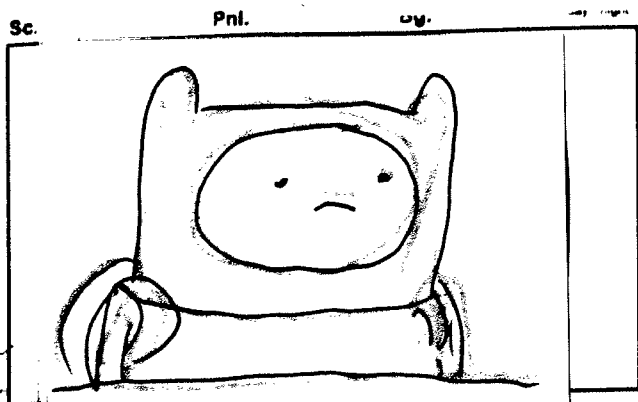
Tim

Sc. Pnl. Bg.



G: Though you're confused. I have good news ~~just choose a juice~~ just choose a juice. You cannot lose.

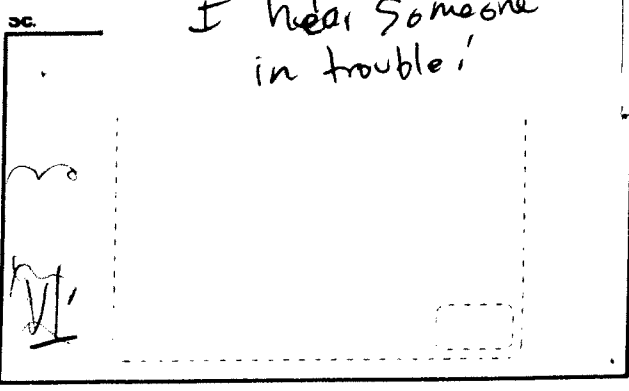
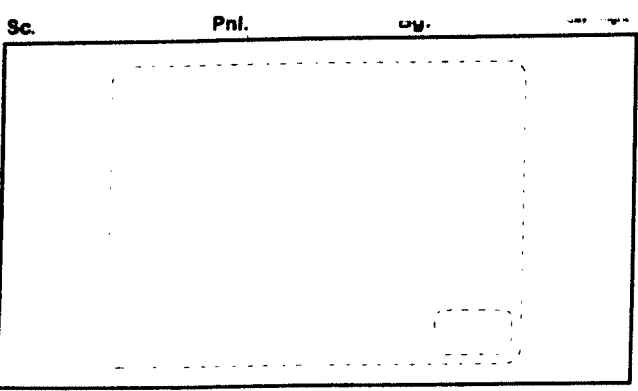
sound.)



Dialog:
haellp usss!!
saauvre usss!

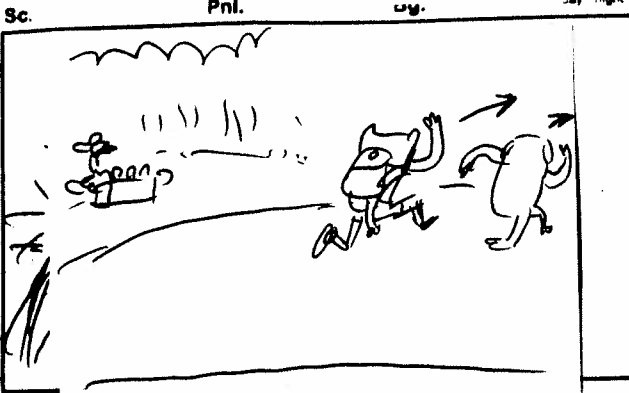
hu?!

Action:
Timing:



I hear someone
in trouble!

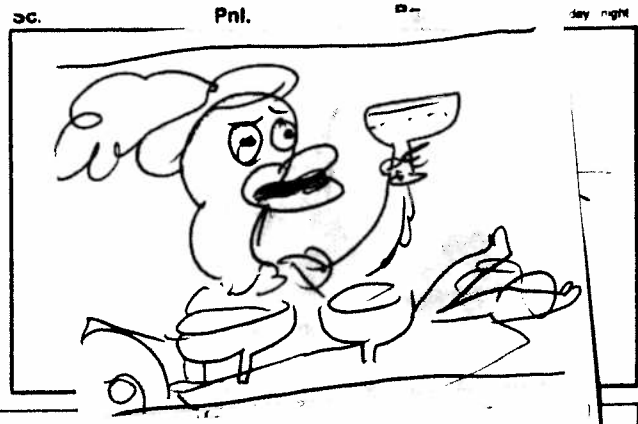
Dialog:
Action:
Timing:



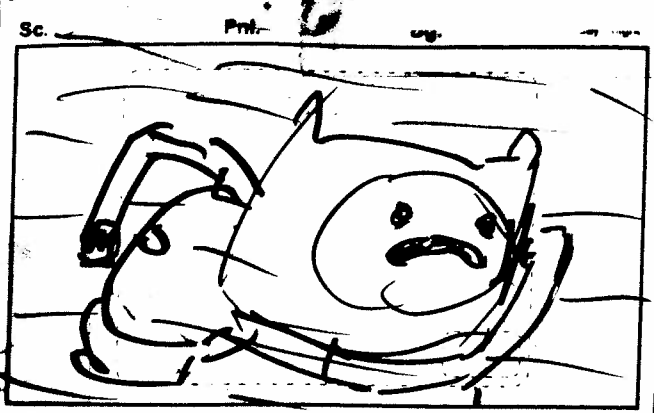
Dialog:

Action:

Timing:



more Juice for me.

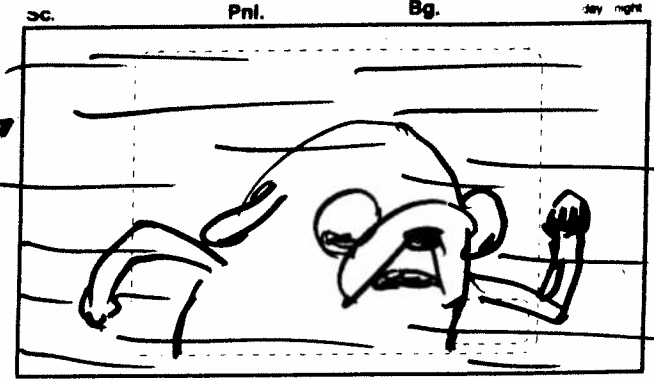


Dialog:


eh, eh! eh!


Action:


Timing:



Roof Roof!
Roof!

Sc.	Pnl.	dy.	day	night
				
<p>Dialog: <u>Jake</u>: thorn bushes!</p>				
<p>Action:</p>				
<p>Timing:</p>				

Sc.	Pnl.	Bg.	day	night
				
<p>wait fine! thorn bushes!</p>				

Sc.	Pnl.	dy.	day	night
				
<p>Dialog: <u>can't wait</u> do it Jake!</p>				
<p>Action:</p>				
<p>Timing:</p>				

Sc.	Pnl.	Bg.	day	night
				

Sc. Pnl. ug.



Dialog:

Ow!

Action:

Timing:

Sc. Pnl. Bg.



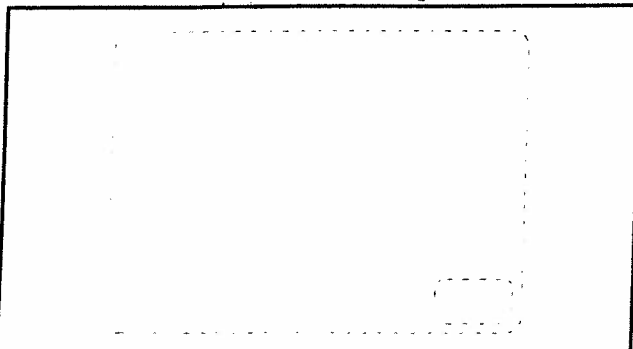
Dialog:

uh!

Action:

Timing:

Sc. Pnl. ug.

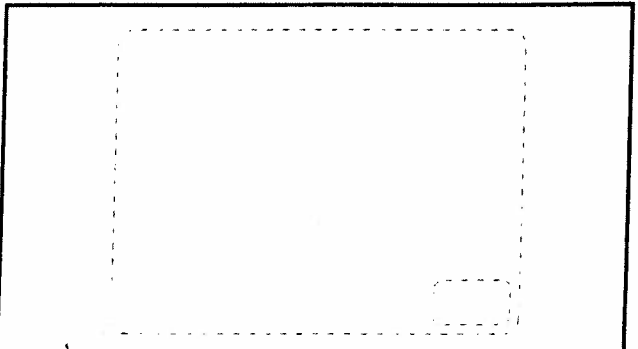


Dialog:

Action:

Timing:

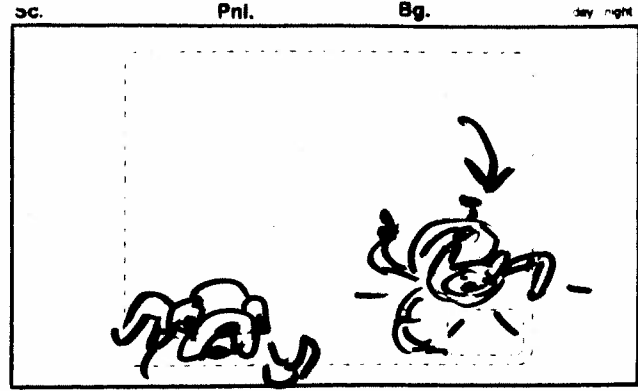
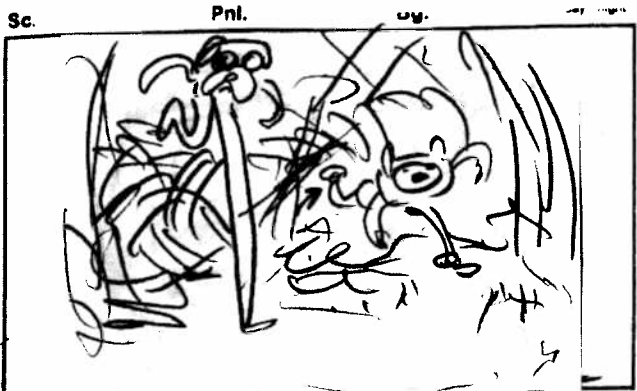
Sc. Pnl. Bg.



Dialog:

Action:

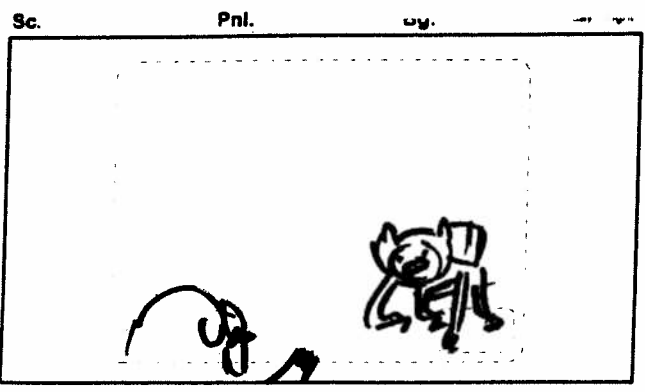
Timing:



Dialog: OO F!

Action:

Timing:



Dialog: J: You okay man?

Action: F: Yeah, ~~keep going!~~ keep going! we have to hurry!

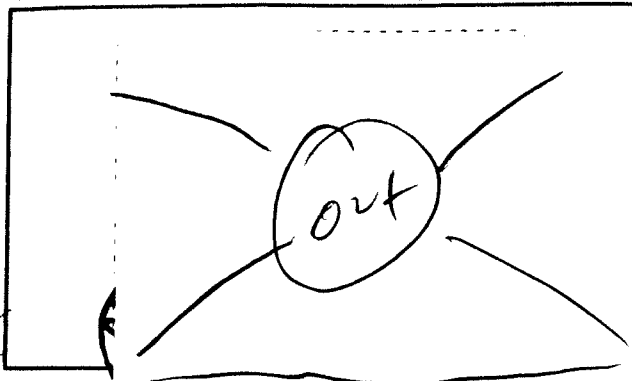
Timing: I'm fine
I'm fine.

Sc.

Pnl.

Bg.

day night



Dialog:

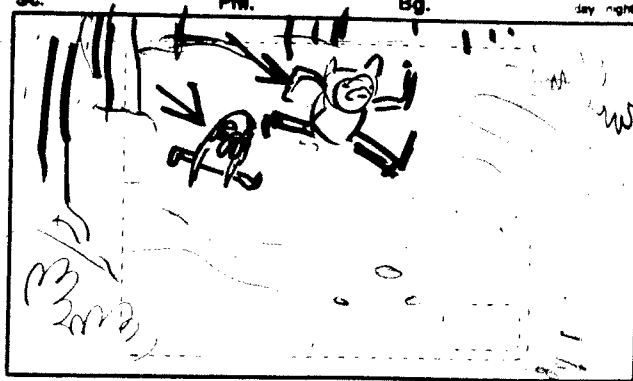
Action:

Timing:

Sc.

Pnl.

Bg.

Page _____
day night

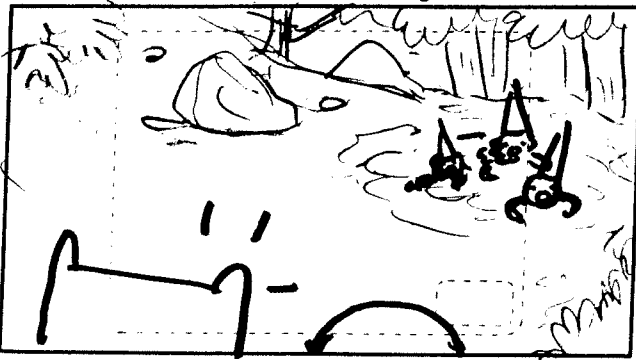
help!!
help please!

Sc.

Pnl.

Bg.

day night



Dialog:

help uss!
please!!

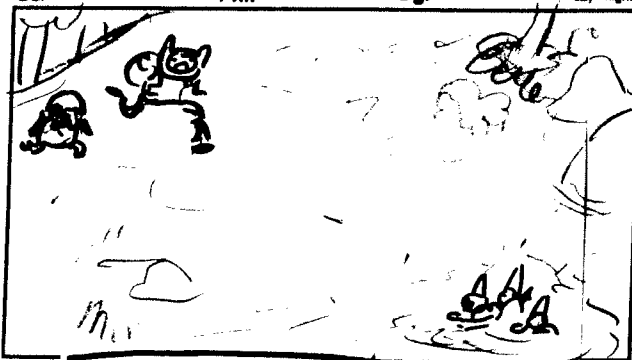
Action:

Timing:

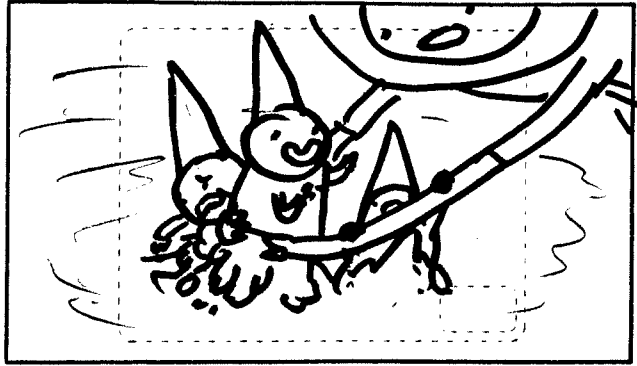
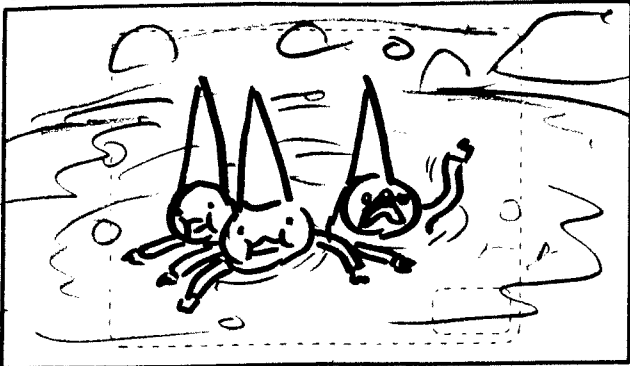
Sc.

Pnl.

Bg.

Page _____
day night

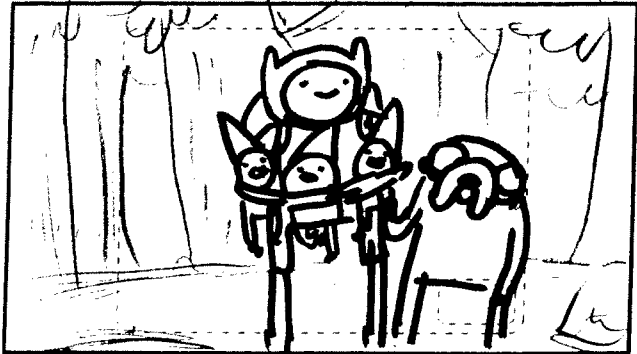
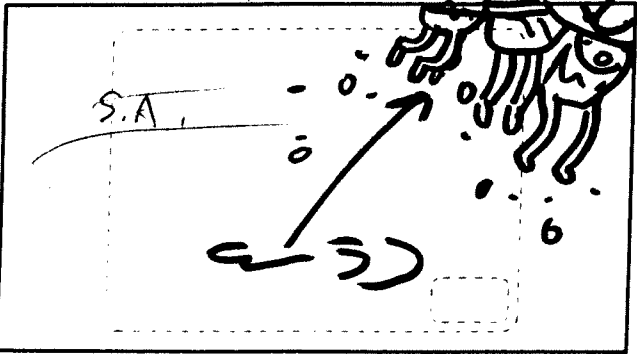
Fin: I'll save you
guys!



Dialog: Gnomes: hell! p! hell! p! plesse! F: There we go ~~there~~, I gotcha.

Action:

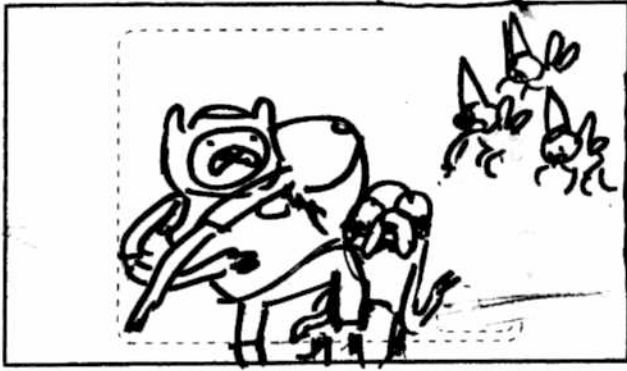
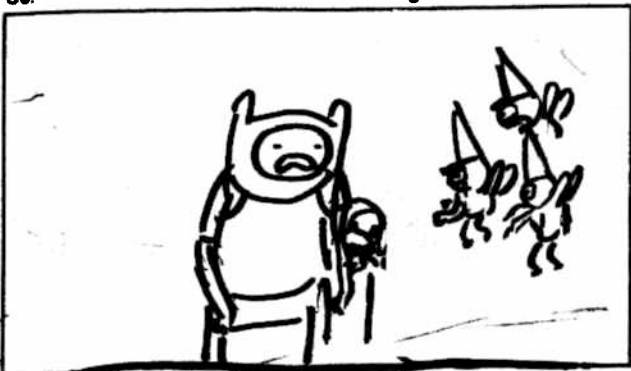
Timing:



Dialog: Thank you for saving us!

Action:

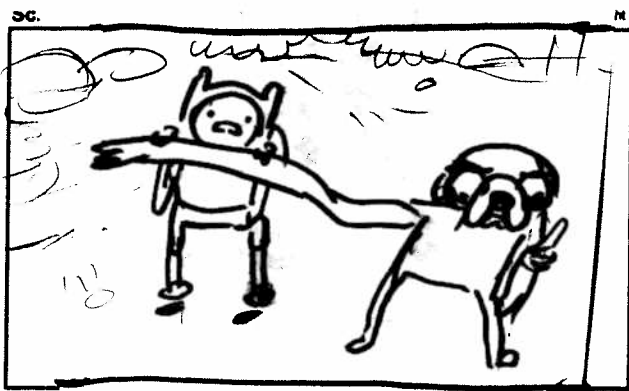
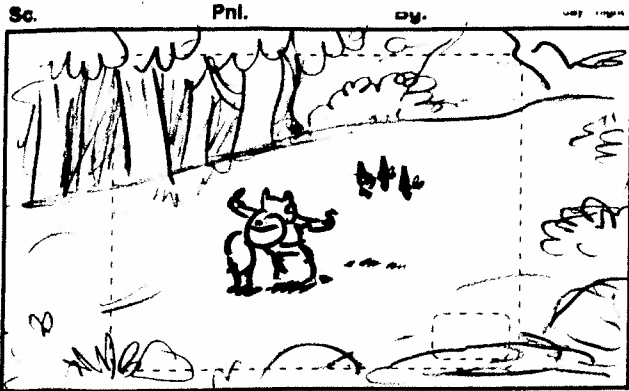
Timing:



Dialog:
Gruener: NOW GIVE US ALL YOUR GOLD!!!
Fin: What?! we don't have my-ggg gold!!
Action:
Timing:



Dialog:
Give us YOUR Gold or we'll eat your eyes!!
bb..bbut you guys seemed so cute and sweet!!
Action:
Timing:

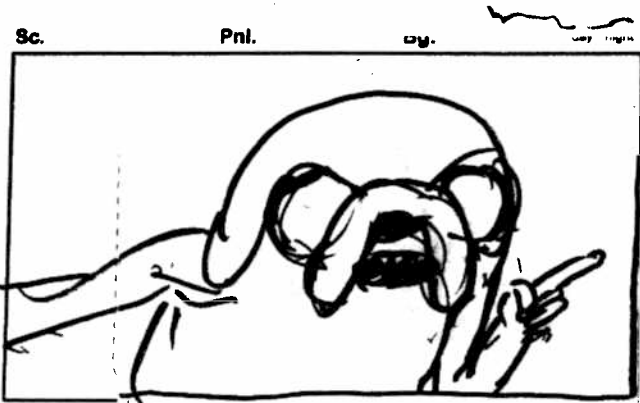


Dialog:
Gromes, "and you seem
like a couple
of chumps!"

Action:

Timing:

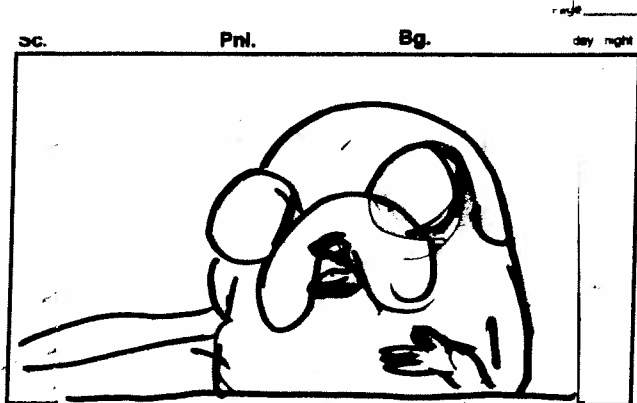
JAKE! HEY! HEY!
BACK OFF!



Dialog:
This kid just saved
you guys!

Action:

Timing:



Dialog:
You should thank
him... not Rob him.

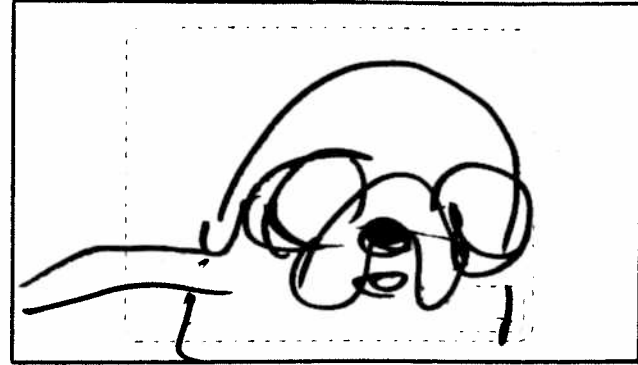
Action:

Timing:

Sc. Pnl. ug. day night



Sc. Pnl. Bg. day night



Dialog:
sigh
Action:
Timing:

J: You know
what I'm talking
about?

Sc. Pnl. ug. day night



Dialog:
Graves: Kill them!
Action:
Timing:

Sc. Pnl. Bg. day night



Dialog:
Action:
Timing:

Sc. Pnl. Cg. day night



Dialog:
Action: Take sketches away from the magic zap.
Timing:

Sc. Pnl. Bg. day night



GRARROW!!

Sc. Pnl. Cg. day night

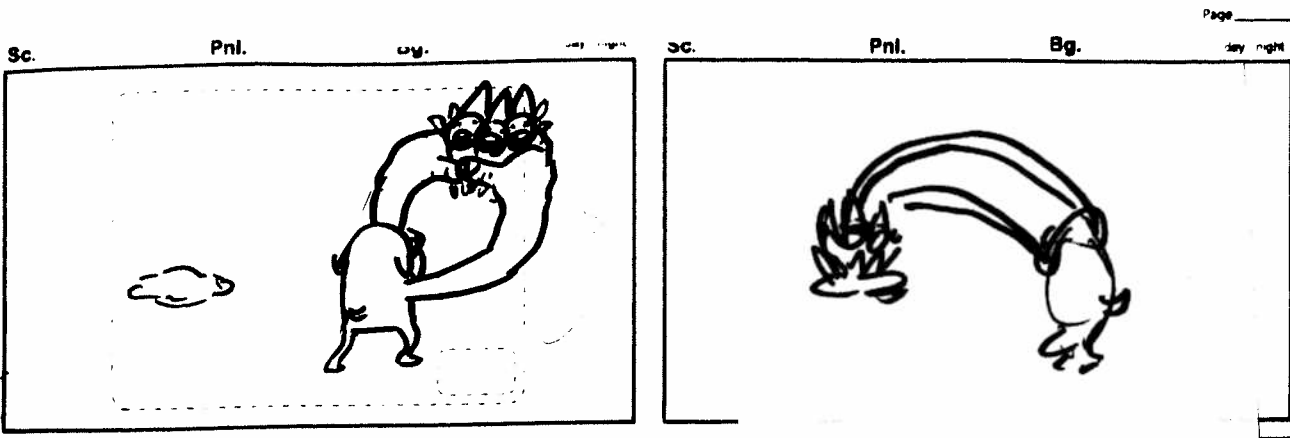


AAA!

Sc. Pnl. Bg. day night

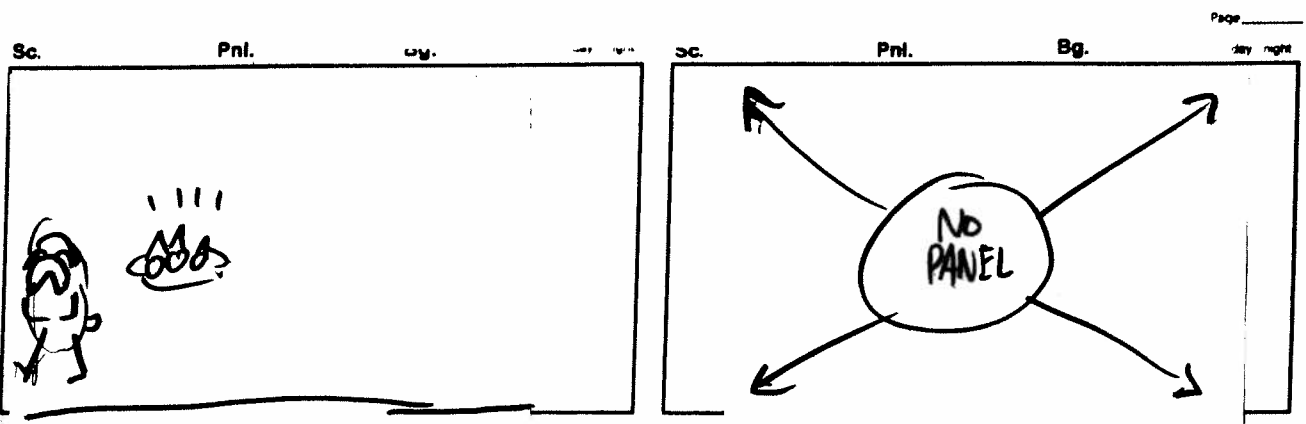


Timing:



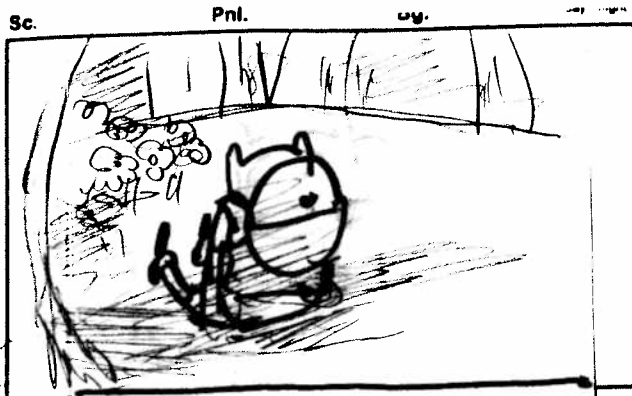
Dialog:

Flip
this
layout.



Hell p! Hell post!

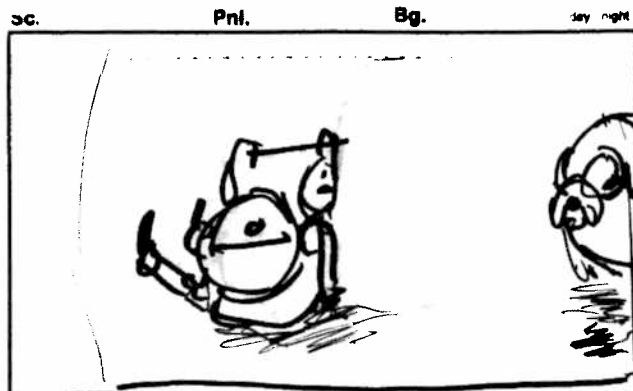
Timing:



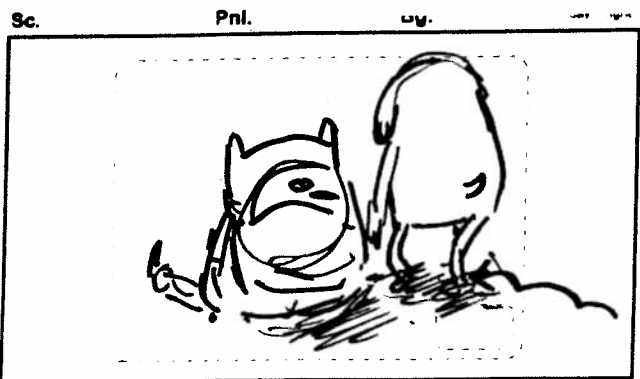
Dialog:

Action:

Timing:



Hey ~~Fin~~ ^{Fin}, you ok?

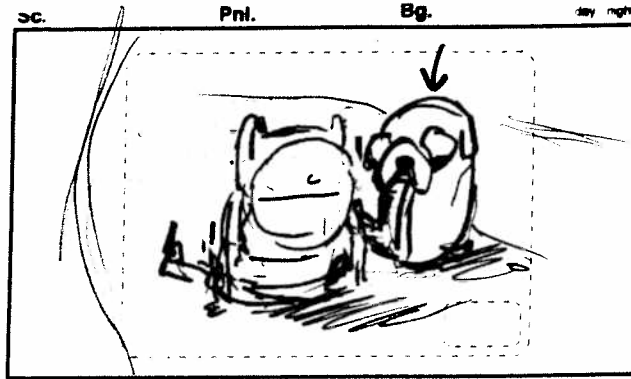


Dialog:

F: I'm all bummed out.
about those flying quomes.

Action:

Timing:



Take: wow man, don't let
~~creeps~~ creeps like that
get you down.

Sc.

Pnl.

Bg.

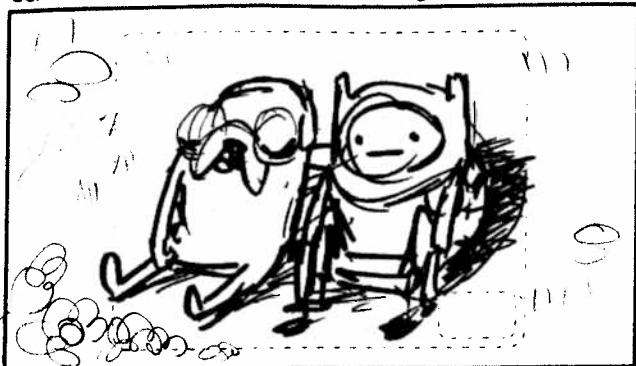
Sc.

Pnl.

Bg.

Page

day night



Dialog:

this place is crazy
 Finn: ~~these tricks~~ These tricks

Action:

are designed to test your

Timing:

will as well as your strength
 apparently.

The only way to
 win is to never
 give up.

Sc.

Pnl.

Bg.

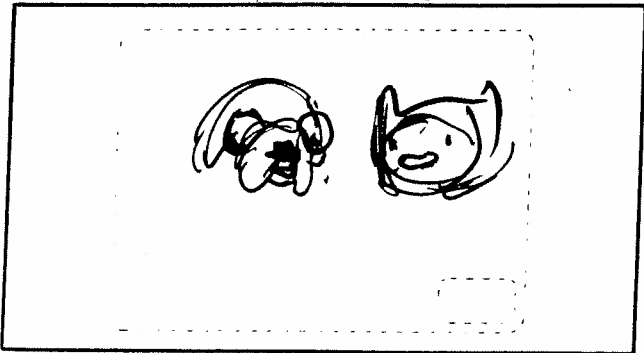
Sc.

Pnl.

Bg.

Page

day night



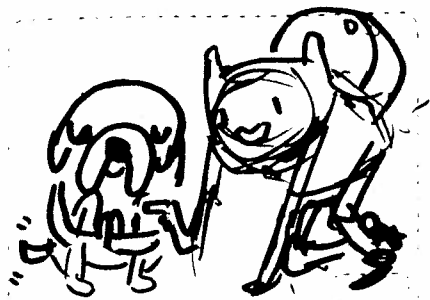
Dialog:

D: so lets go get that
 book and get outa here.

Action:

Timing:

F: Yeah!



F: You're the smartest

~~DOG~~

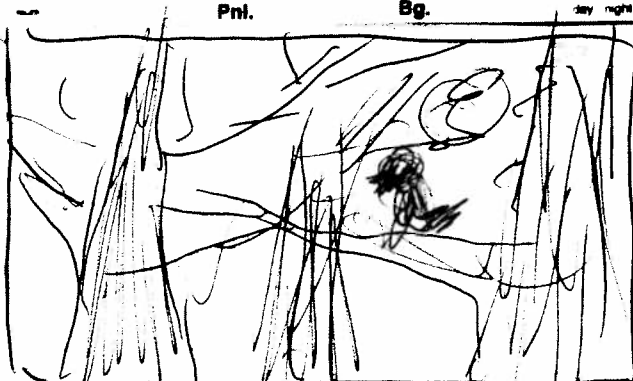
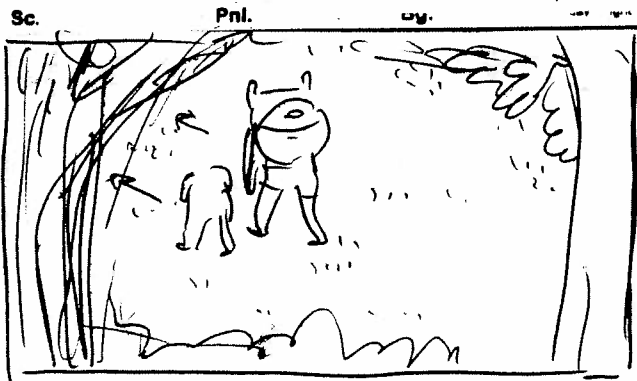
I

know

men.

're right

F: I'm lucky you're
my buddy.



J: right back
at ehg, pal.

CAW CAW,



E: ~~Are~~ we even
goin' in the
right direction
anymore?

Sc.

I'll check.

Dialog

Action

Time

Sc.

Pnl.

Bg.

Sc.

Dialog


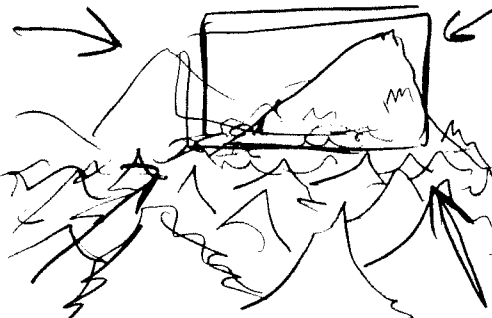
Action



Timing

Sc.

Pnl.

Bg.

Sc.	Pnl.	cg.	Sc.	Pnl.	Bg.	say right
						
<p>Dialog:</p> <p>Hmm</p>						
<p>Action:</p>						
<p>Timing:</p>						

Sc.	Pnl.	cg.	Sc.	Pnl.	Bg.	say right
						
<p>Dialog:</p> <p>Yeah, I think this is right...</p>			<p>...But I better stay up here, make sure we stay on course.</p>			
<p>Action:</p>						
<p>Timing:</p>						

Sc. Pnl. Cg. day night



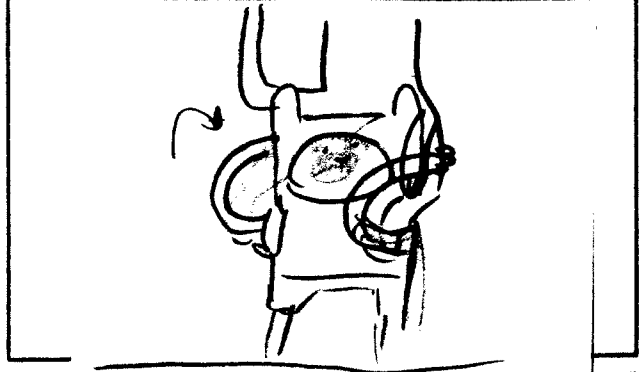
Dialog:

Jake: (for a moment) oh, hehe.

Action:

Timing:

Sc. Pnl. Bg. day night



Sc. Pnl. Cg. day night



Dialog:

tell me if I walk
in the wrong
direction.



Action:


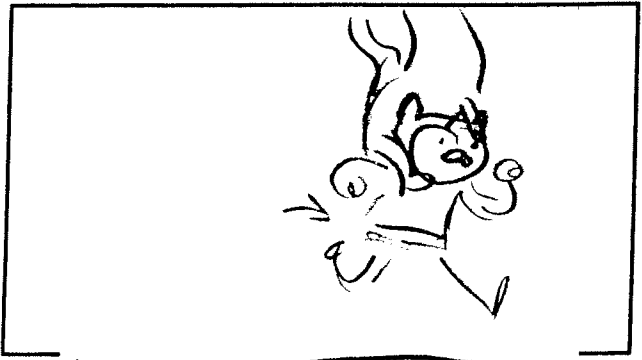
Timing:

Sc. Pnl. Bg. day night



Jake: okay.

Sc.	Pnl.	cg.	sc.	Pnl.	Bg.	say right
						
<p>Dialog:</p>						
<p>Action:</p>						
<p>Timing:</p>						

Sc.	Pnl.	cg.	sc.	Pnl.	Bg.	say right
						
<p>Dialog:</p> <p>(O.S.) Wee hoo o hanna (crying.)</p>						
<p>Action:</p>						
<p>Timing:</p>						

Sc.

Pnl.

cg.

lay right

Sc.

Pnl.

Bg.

lay right

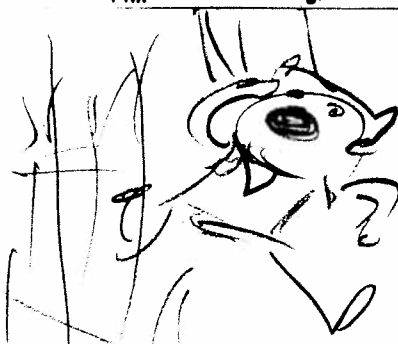


Dialog

Sake! Wrong direction.

Action.

Timing.



F Jake! I hear someone in trouble again!

Sc.

Pnl.

cg.

lay right

Sc.

Pnl.

Bg.

lay right



Dialog:

(o.s.) weewoooo!
(crying)

Action:

Timing:



once:


It's Polly just...

(hard to hear)


Page _____


Sc.	Pnl.	cg.	sc.	Pnl.	Bg.	say right
						
<p>Dialog: (jake slides down.)</p>			<p>Jake; dude, its prolly just another trick.</p>			
<p>Action:</p>						
<p>Timing:</p>						

Page _____

Sc.	Pnl.	cg.	sc.	Pnl.	Bg.	say right
						
<p>Dialog: The Book is <u>that</u> way.</p>			<p>But somebody might be in danger, Jake. I can't just ignore someone <u>crying</u>.</p>			
<p>Action:</p>						
<p>Timing:</p>						

Sc.
Pnl.
Wm.
Sc.
Pnl.
Bg.
Page
day night






Dialog: * SCREECH!!!


Action:

Timing:

SCREECH!!
SCREECH!!

Sc.
Pnl.
Wm.
Sc.
Pnl.
Bg.
Page
day night



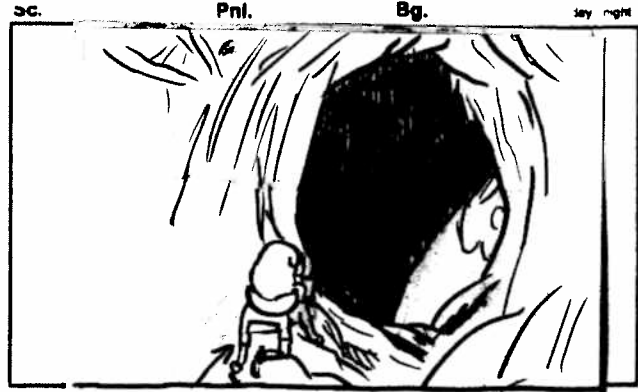


Dialog: WRONG DIRECTION
DUDE!

Action:

Timing:

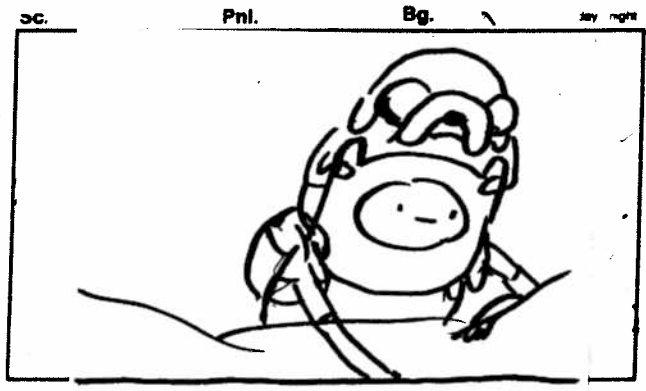
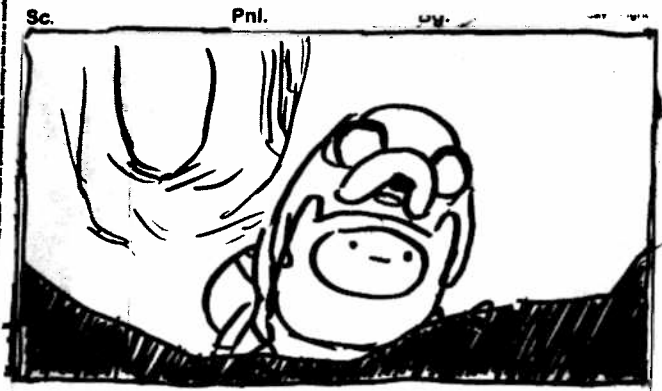
No joke, I think
he's hurt.



Diag
whimper
whimper

Action

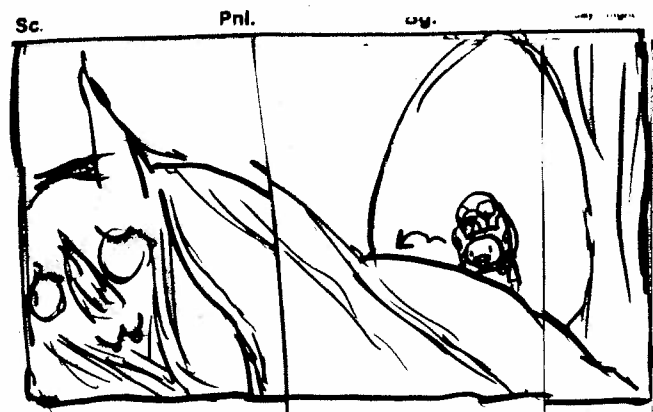
Timing:



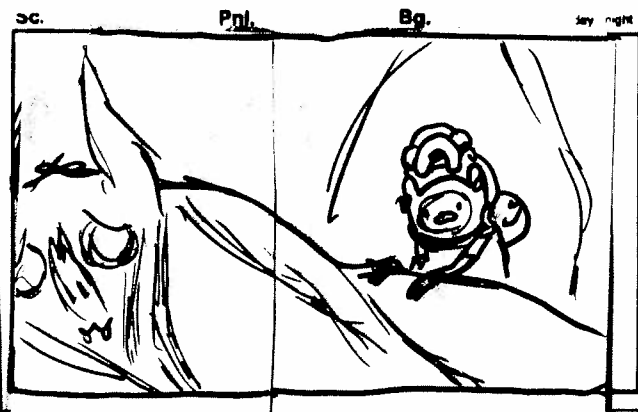
J: You sure about
this, Fin?

Timing:

F: mmm hmm

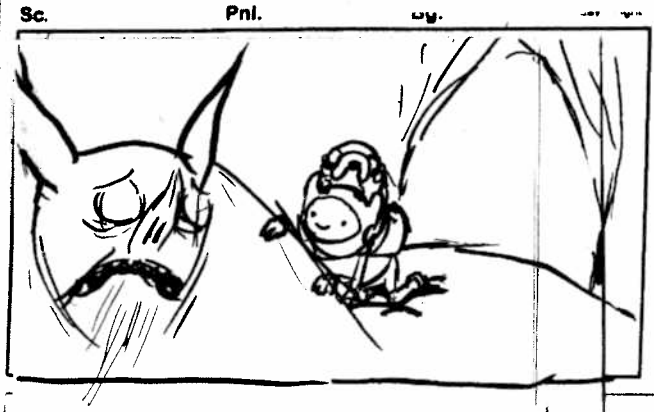


hey buddy...
you ok?

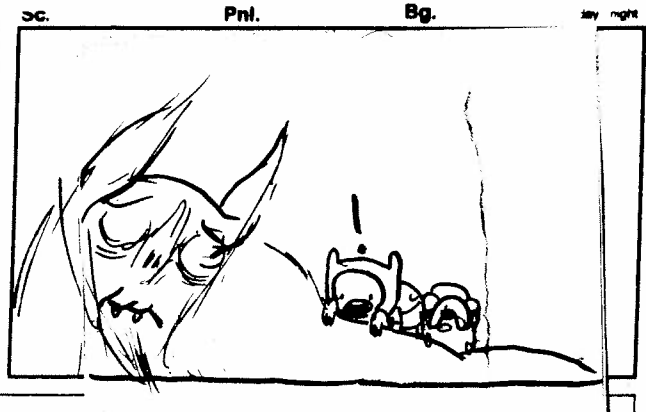


Do you speak english?

Timing:

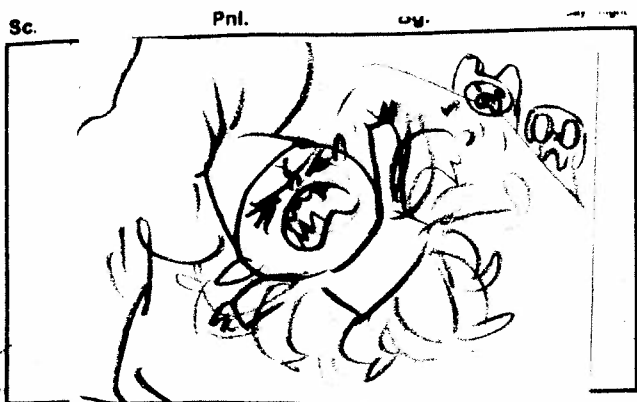


BAT: *screchy*
screch
screch



F: Oh!

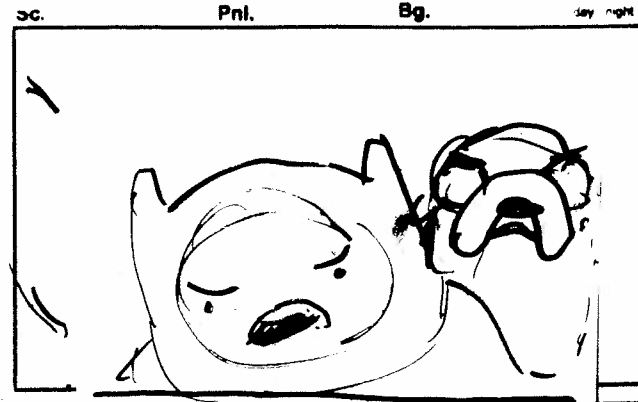
Tim



Dialog: (Horrible Jabbing)

Action:

Timing:



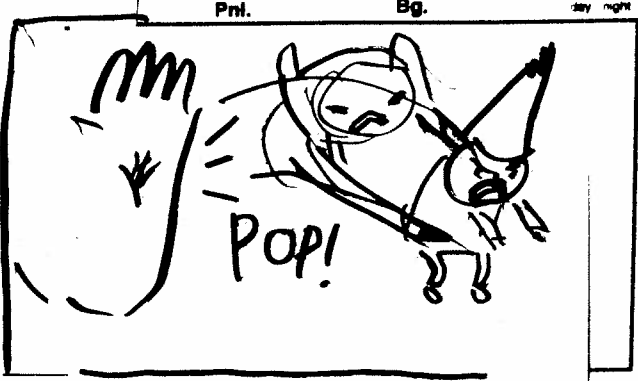
AWW man



Dialog: These guys are horrible!

Action:

Timing:

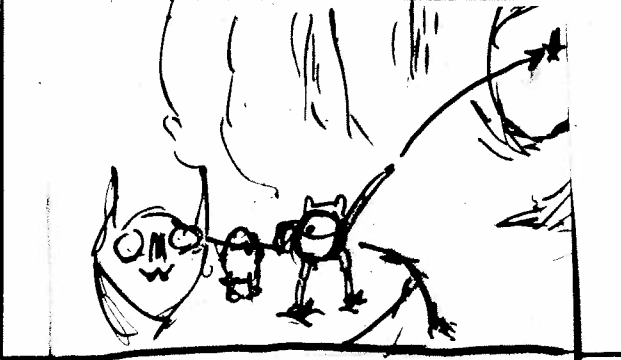


(Fin pulls gnome out of bats foot)

Sc. Pnl. Cg. day night



Sc. Pnl. Bg. day night

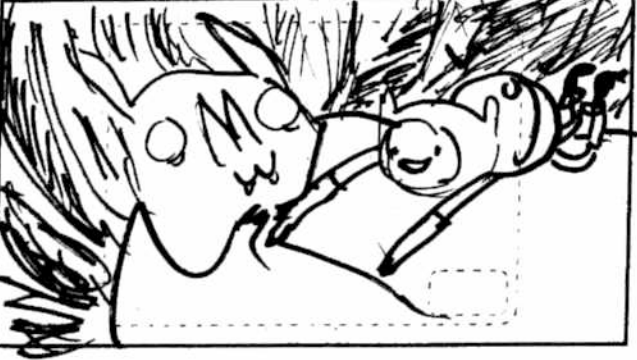


Dialog:
P: Get
Action:
Timing:

P: out a here!

Gnome: "RAAAAAAAAAAA"

Sc. Pnl. Cg. day night

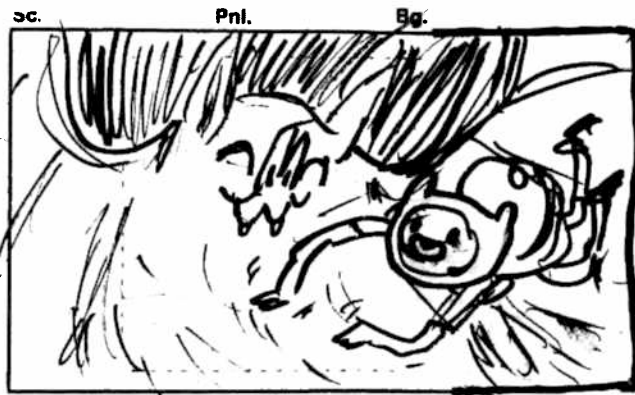
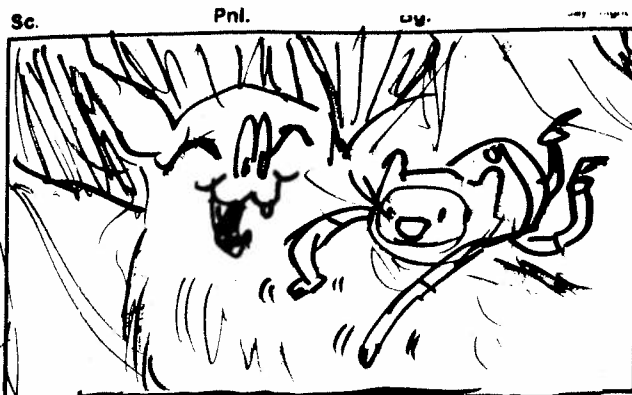


Sc. Pnl. Bg. day night



Dialog:
There we go...
Action:
Timing:

You feel better pal?
squeek squeek



Dialog:

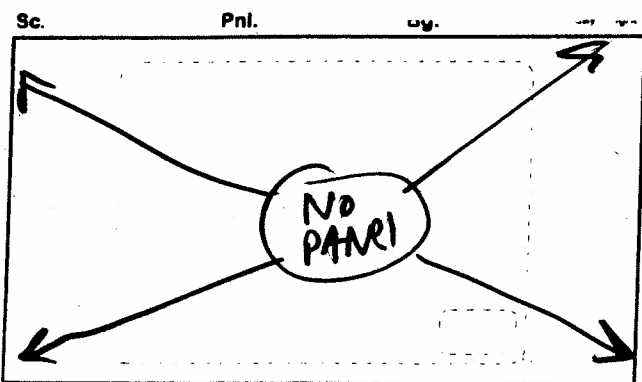
Action:

Timing:

Wheh!
You feel all
happy
now?

FiGa ha ha ha!!
B: squeak & squeak!
(bats tickled)

(Fin tickles the bats stomachs)



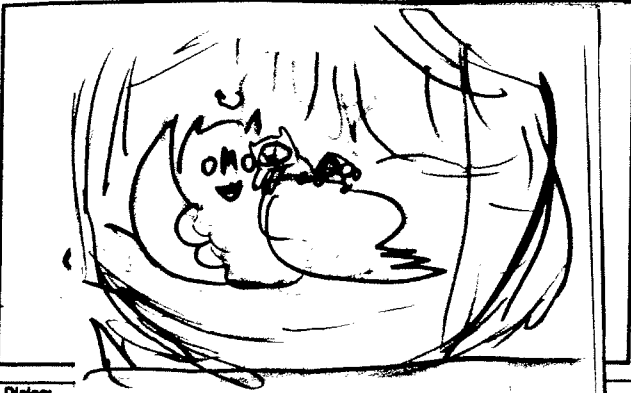
Dialog:

Action:

Timing:

(inner dialogue)

Bh Fin! if only
you could ~~have~~ hugged
me. I could
express how happy
you've made me feel.

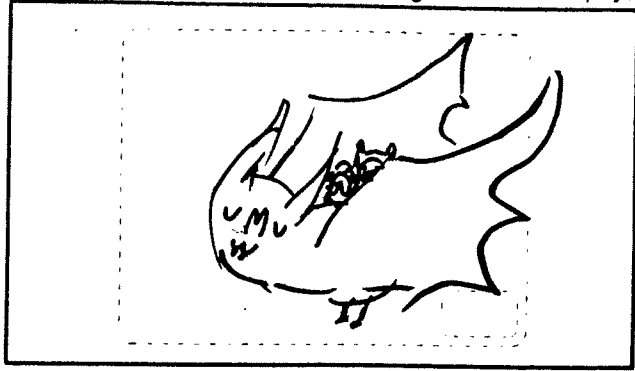


Dialog:

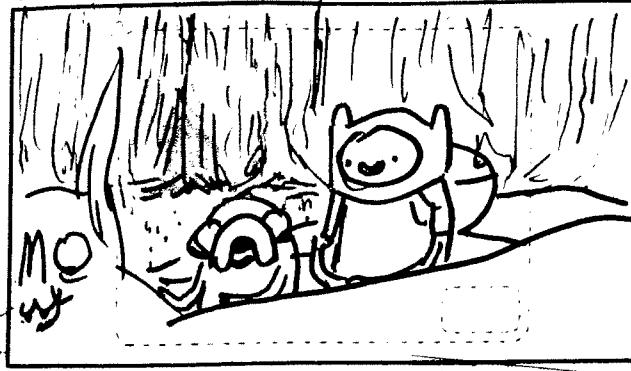
* Squeek *
* Squeek *
* Squeek *

Action:

Timing:



(P U R R R)



Dialog:

Fia: Haha, I like this Bat.

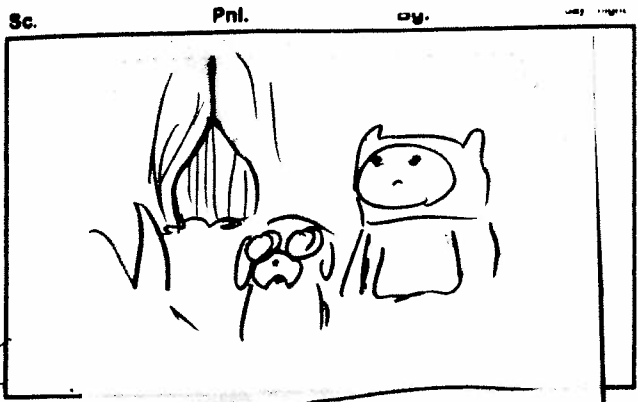
Action:

Timing:



Jake: - yeah, he's purrin'!

(TREES Part behind them to reveal Red curtains)

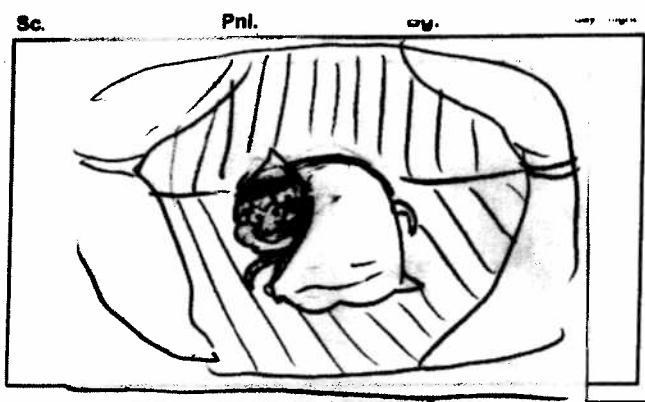


Dialog:
Action:
Timing:

(50s music ramps up.)

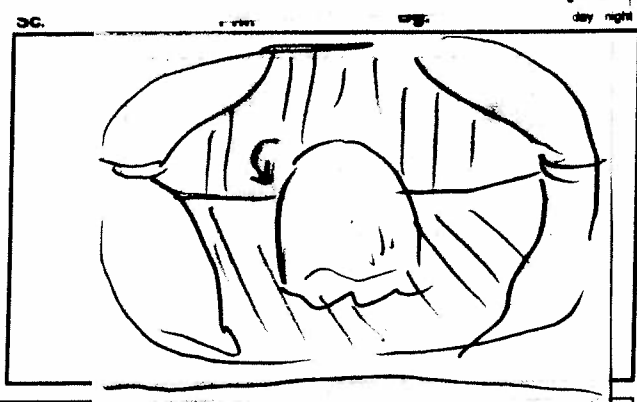


(a little ~~red~~ red velvet curtain opens up between some trees behind them. a little gondrop lass is sashaying in a poodle skirt)



Dialog:
Action:
Timing:

(evil chuckle)



Sc.

Pnl.

cg.

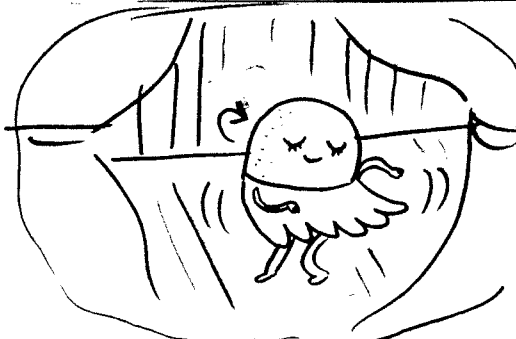
day night

Sc.

Pnl.

Bg.

day night



Dialog:

♪ "only the lonely..." ♪

Action:

Timing:

(evil voice)

hey Fin,
come dance
with me!



Sc.

Pnl.

cg.

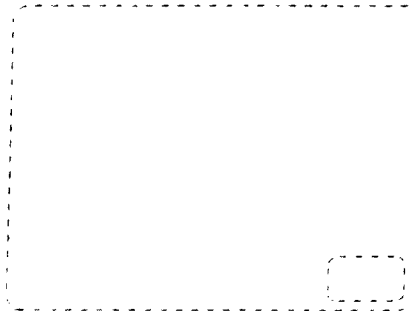
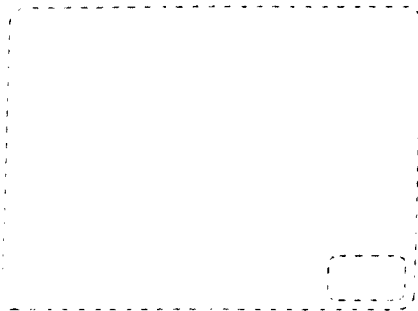
day night

Sc.

Pnl.

Bg.

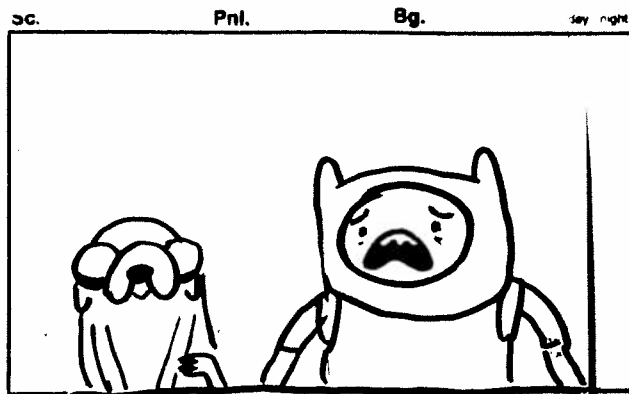
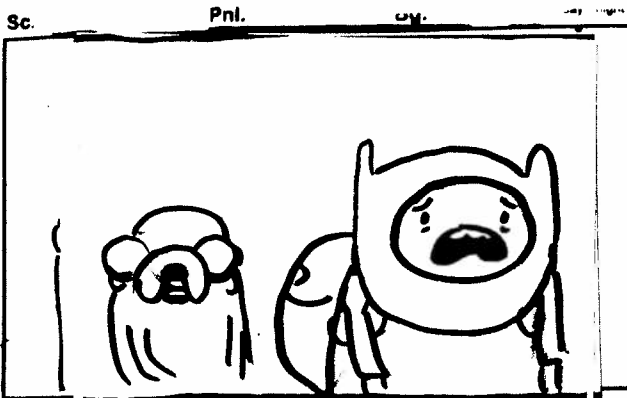
day night



Dialog:

Action:

Timing:

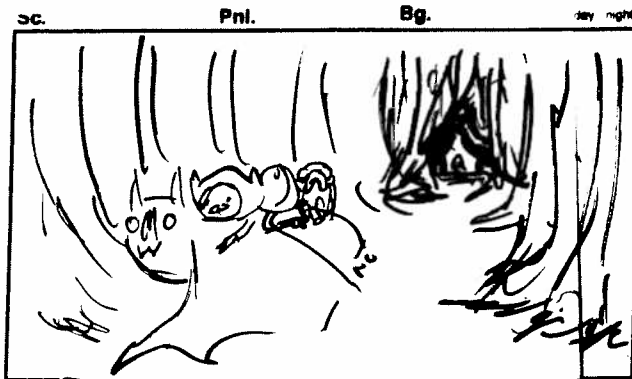
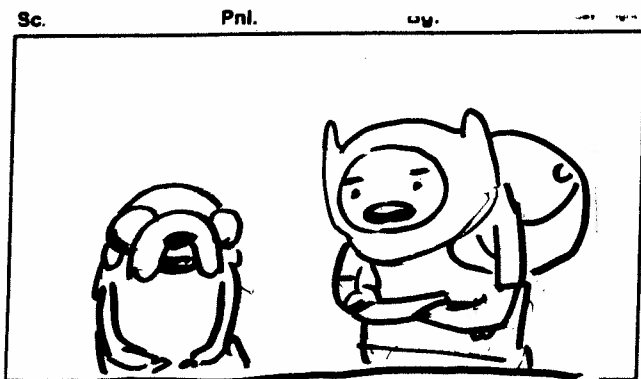


Dialog:

Action:

Timing:

F: What kind of trial is that?!



Dialog:

"I'm sick of these trials Jake."

Action:

Jake: heh!

Timing:

F: Can you take us to the top of the mountain, my friend?

Sc. Pnl. Cg.



Dialog:

* Squeek! *
* Squeek! *

Action:

Timing:

Sc. Pnl. Bg. day night



than
lets
go!!

Sc. Pnl. Cg.



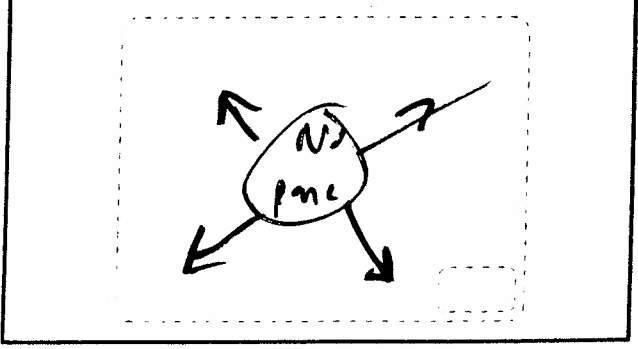
Dialog:

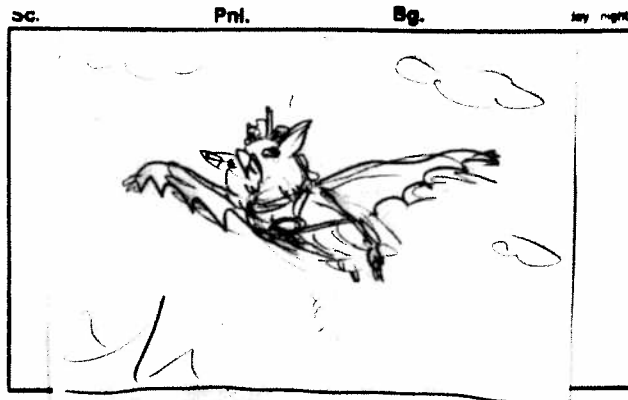
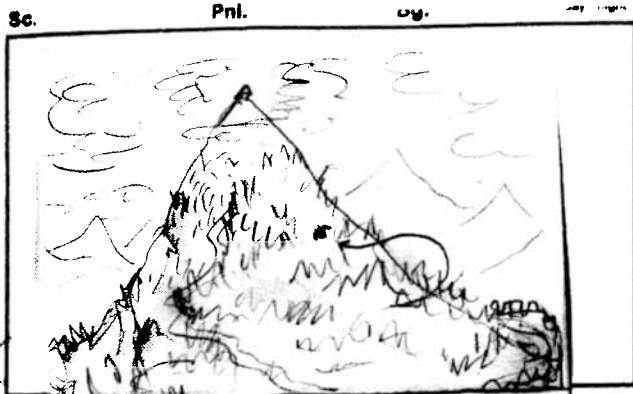
(they shoot
up out of
the forest on
the bat)

Action:

Timing:

Sc. Pnl. Bg. day night



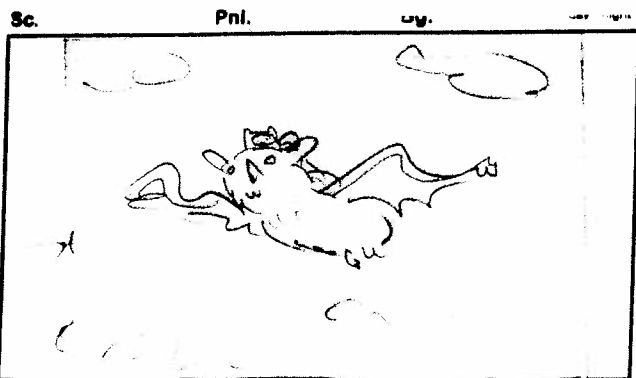


Dialog: afternoon,
(nearing sunset)

Action:

Timing:

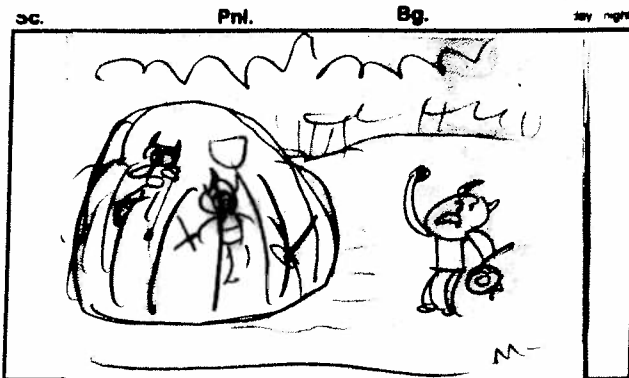
Yeaahh!!!



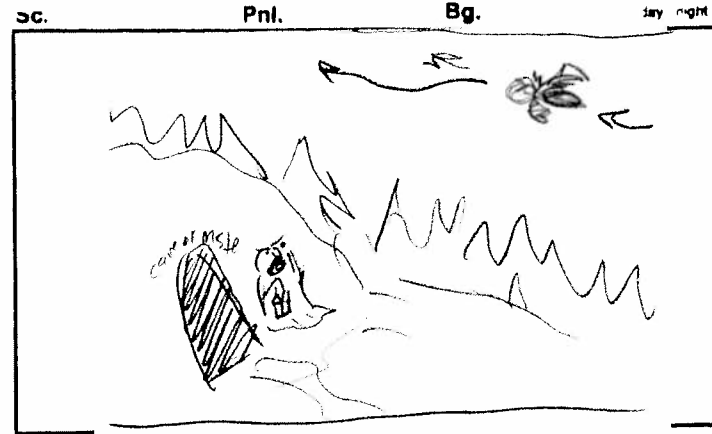
Dialog: (o.s.) Hey, you!

Action:

Timing:



Where You think
You're going!?



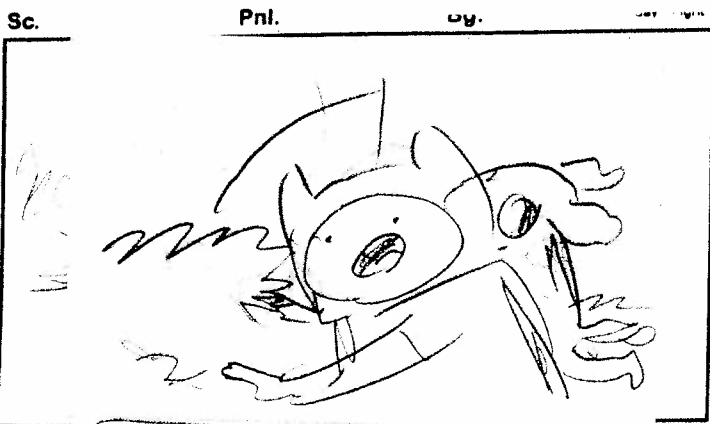
Dialog:

going to the top!

Ghost: ~~you can't skip the trials!~~
you can't skip the trials!

Action:

Timing:

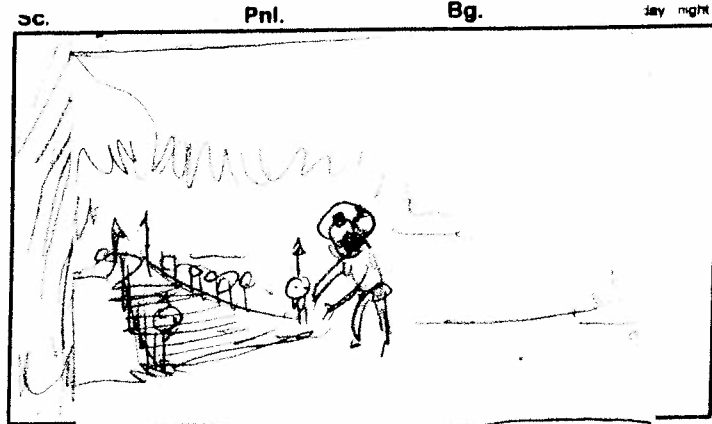


Dialog:

Fin: Yes I can!

Action:

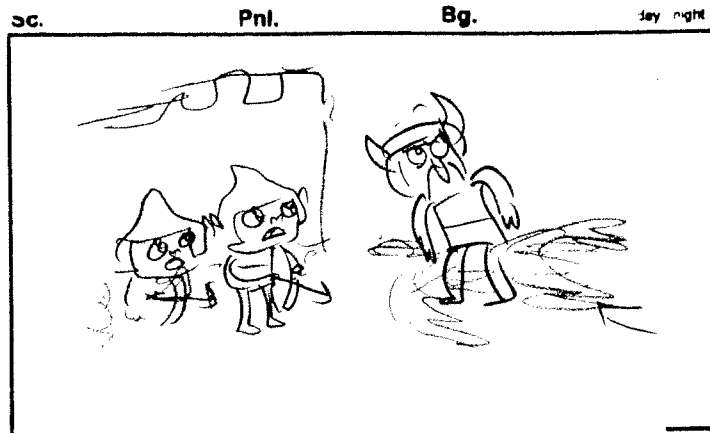
Timing:



don't you want to conquer skeleton Bridge!?



F: No!
J: maybe later!



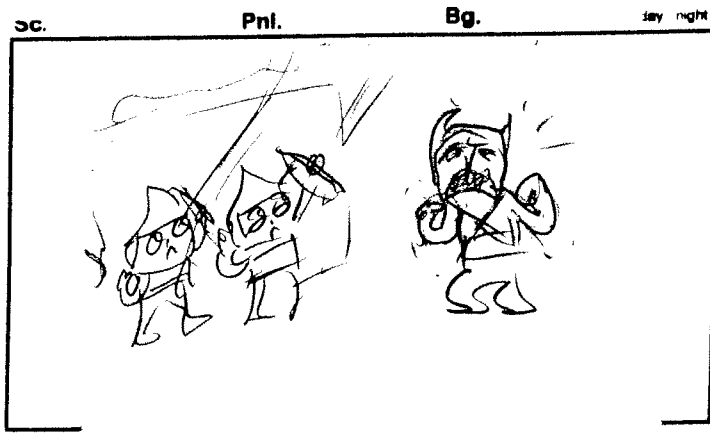
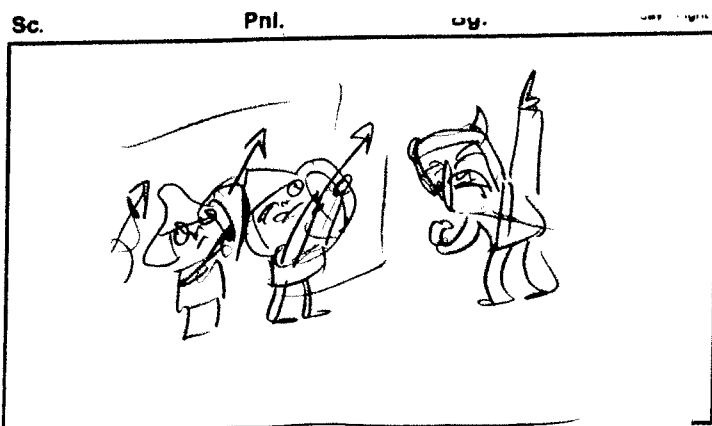
Dialog:

That Boy must be
Stopped!

Action:

Timing:

Fin. ^(O.S.) No he doesn't!



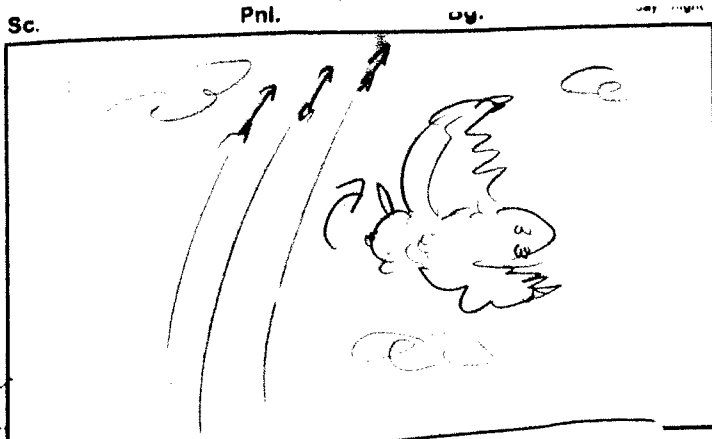
Dialog:

Aim!

Action:

Fire!

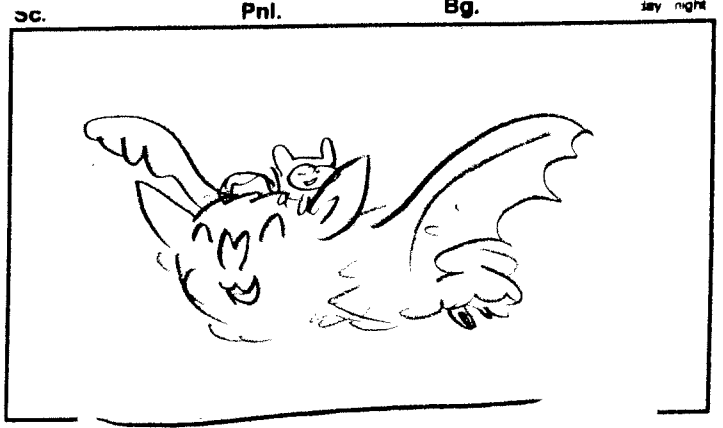
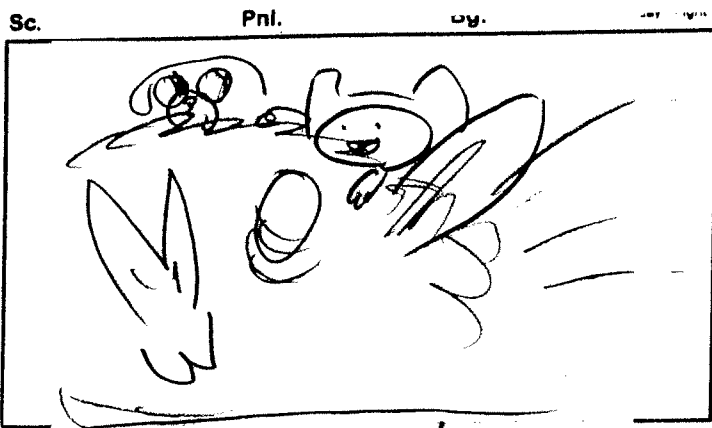
Timing:



Dialog: (Dodge)

Action:

Timing:



Dialog: Haha! good moves
man!

squeek
squeek

Action:

Timing:

Sc. Pnl. dy. day night



Sc. Pnl. Bg. day night



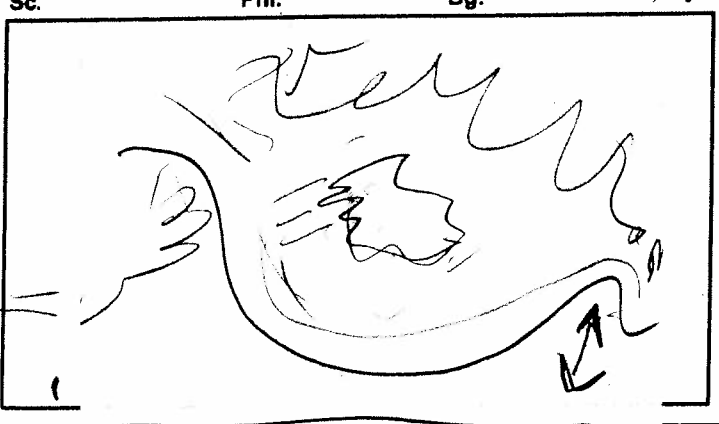
Your wing!

Dialog:

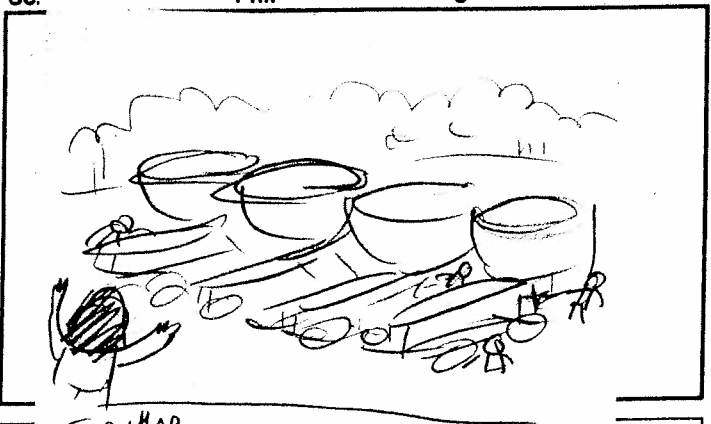
Action:

Timing:

Sc. Pnl. dy. day night



Sc. Pnl. Bg. day night

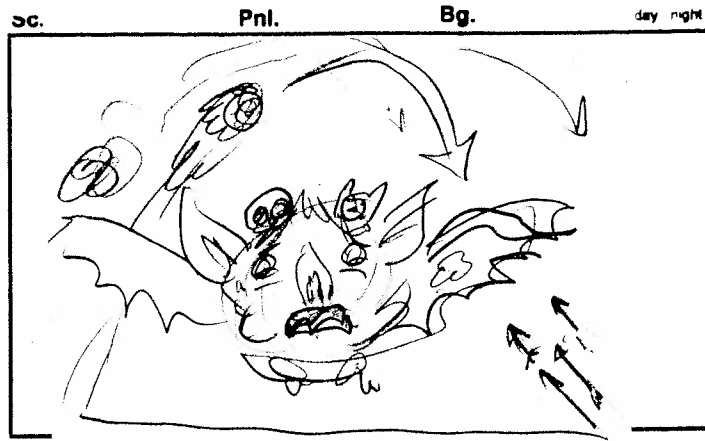
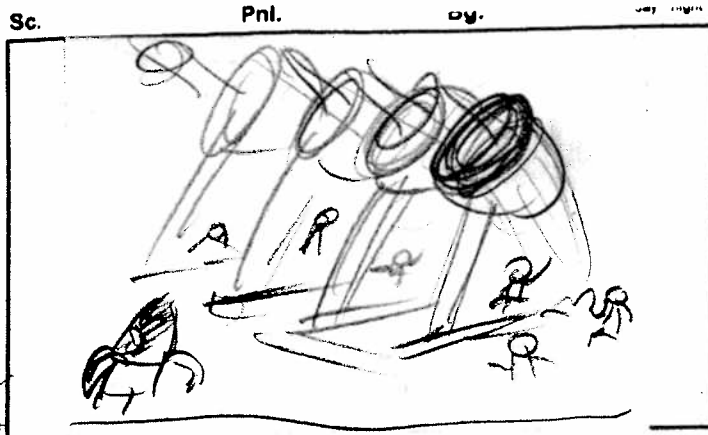


Fire the Firey Fireballs!

Dialog:

Action:

Timing:



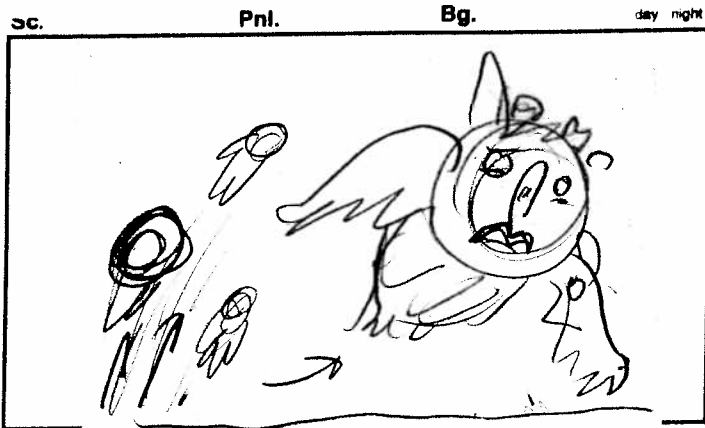
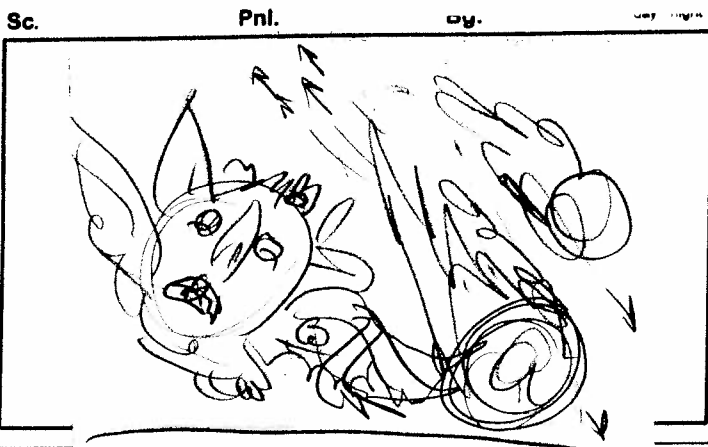
Dialog:

~~Charge!~~

(lots of stuff shooting up)

Action:

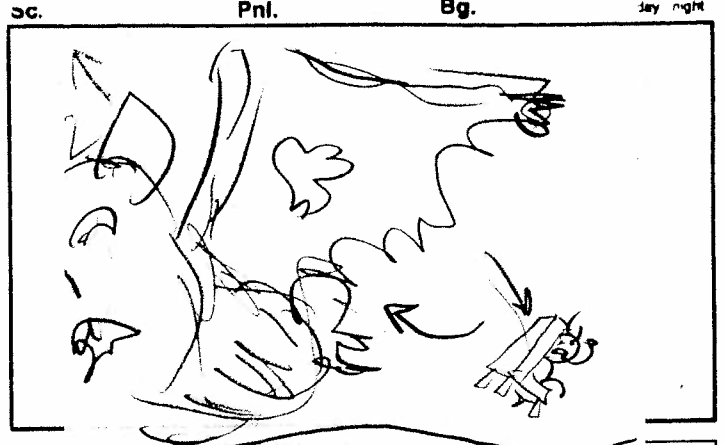
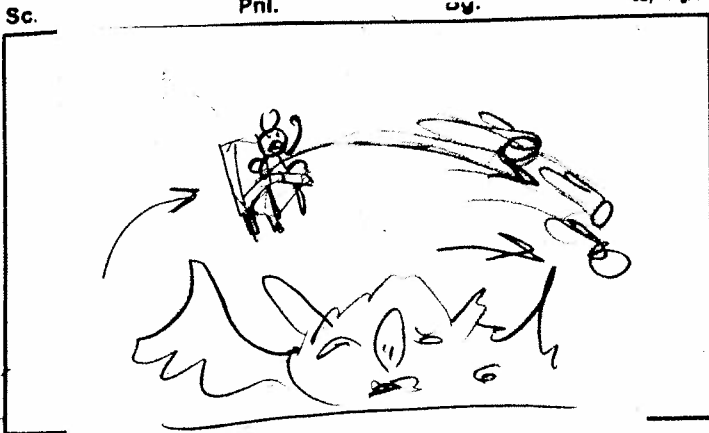
Timing:



Dialog:

Action:

Timing:

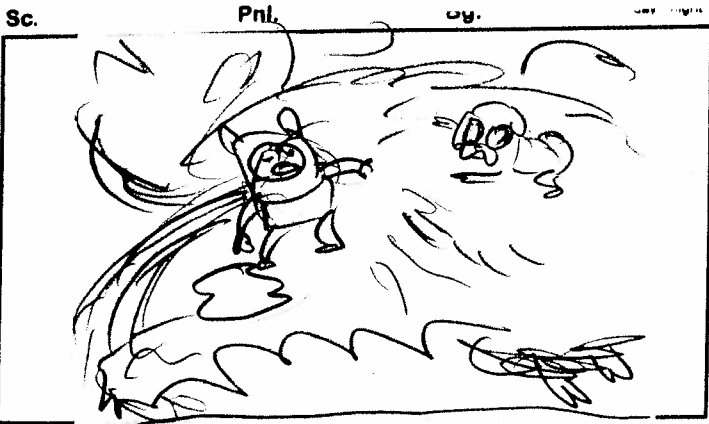


Dialog:

~'screech!~

Action:

Timing:

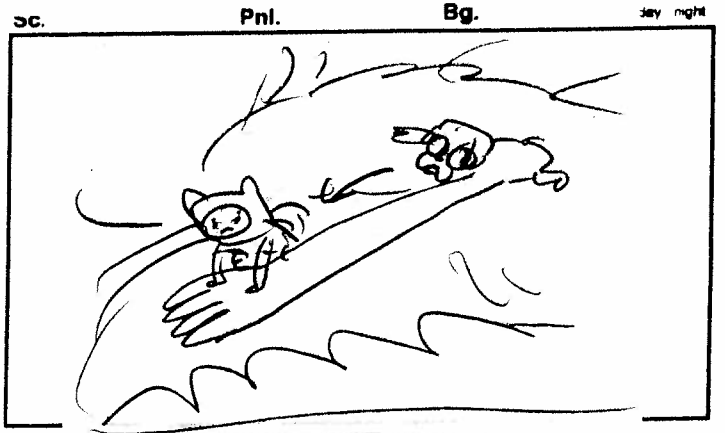


Dialog:

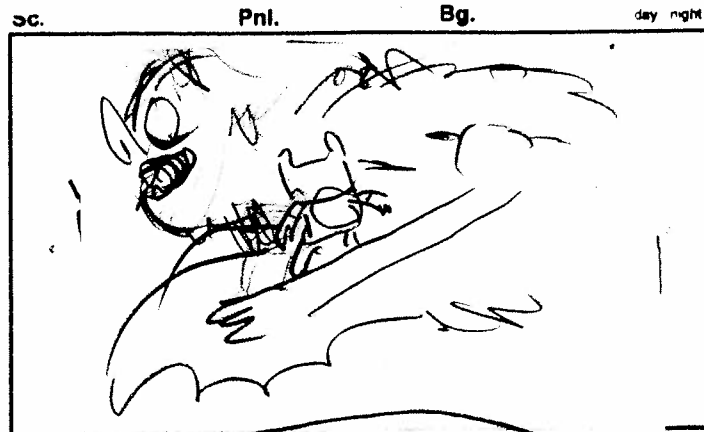
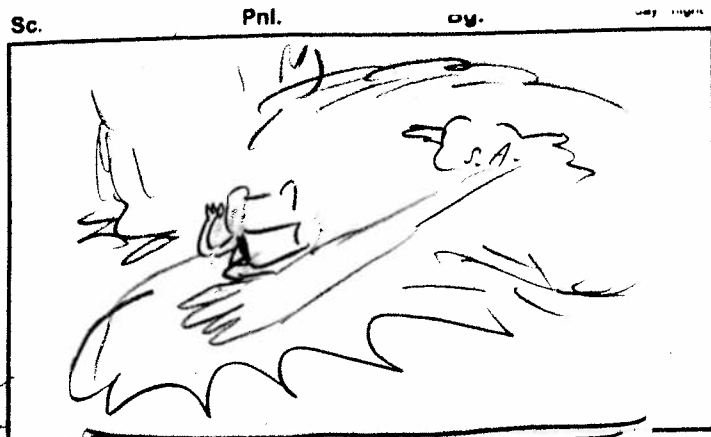
Fin: Hey Jake, You think you can plug this hole?

Action:

Timing:



Jake: yeah man.



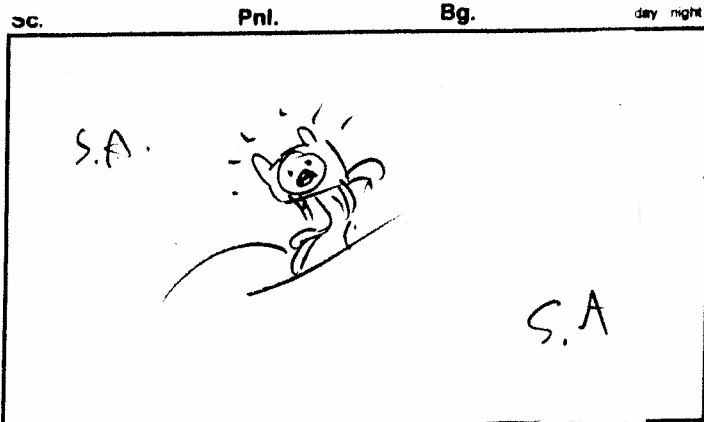
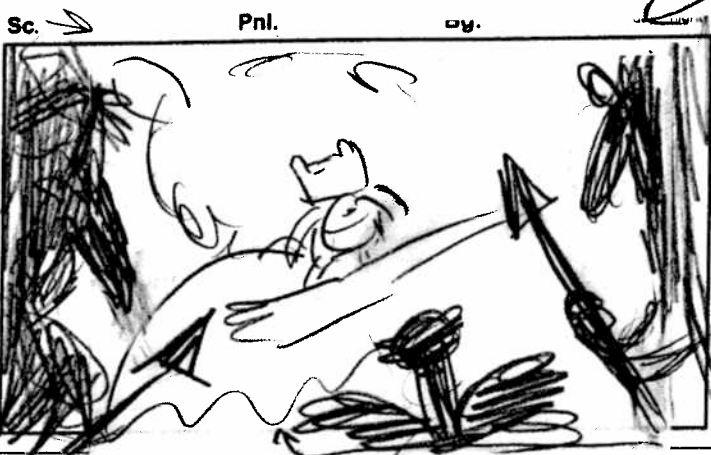
Dialog:

Is that better
for ya?!

Action:

Timing:

Bat: SQUAWK!
Fin: OKay good.



Dialog:

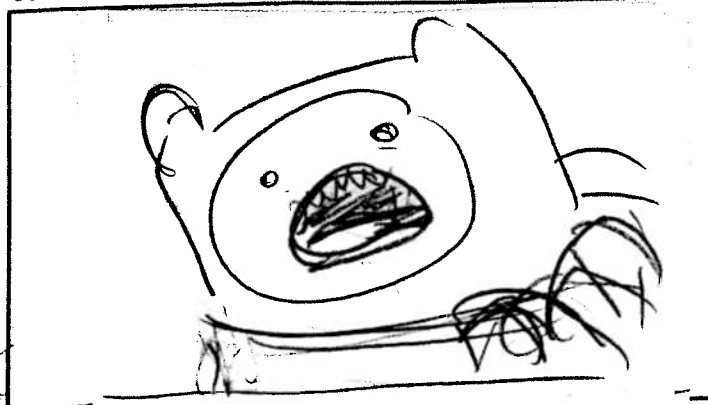
Gobble Gobble Gobble

Action:

Timing:

GASP!

Sc. Pnl. day night



Dialog:

Gobble Goblins!!

Action:

Timing:

Sc. Pnl. Bg. day night



~~Gobble~~ Gobble Gobble!
Gobble Gobble!
Gobble!

Sc. Pnl. day night

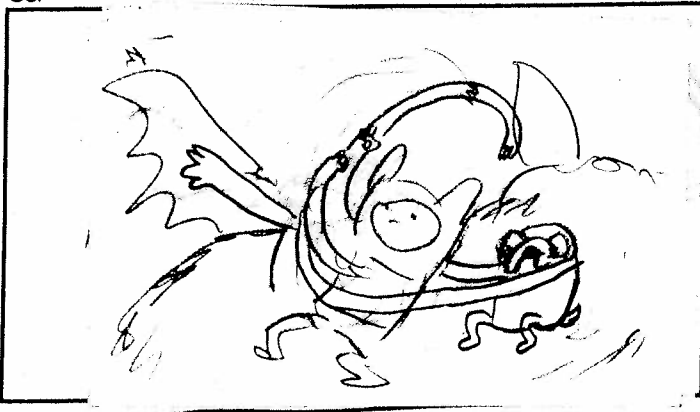


Dialog:

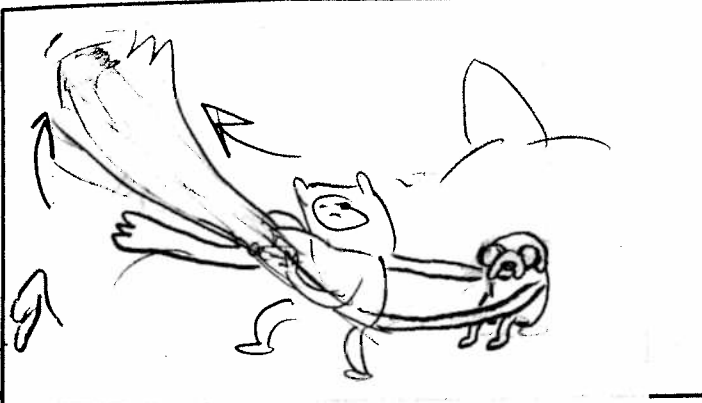
Action:

Timing:

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



(~~SLAP~~ SLAP, SLIP, SLAP)

Sc. Pnl. Bg. day night



Dialog:
ooh, ow, ooh, oh...

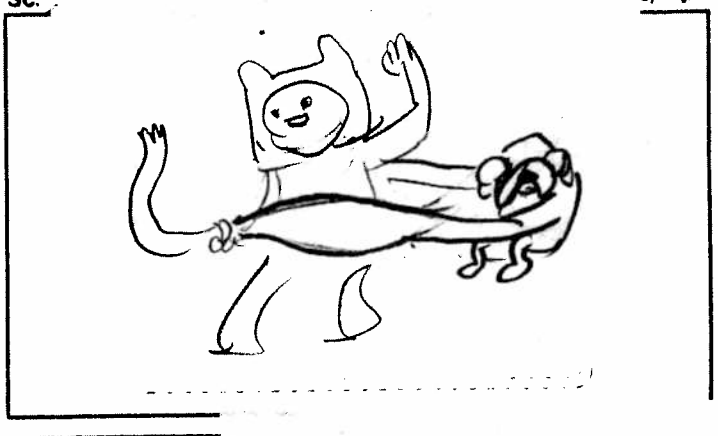
Action:

Timing:

Sc. Pnl. Bg. day night



Gobble Gobble
Gobble
Gobble.



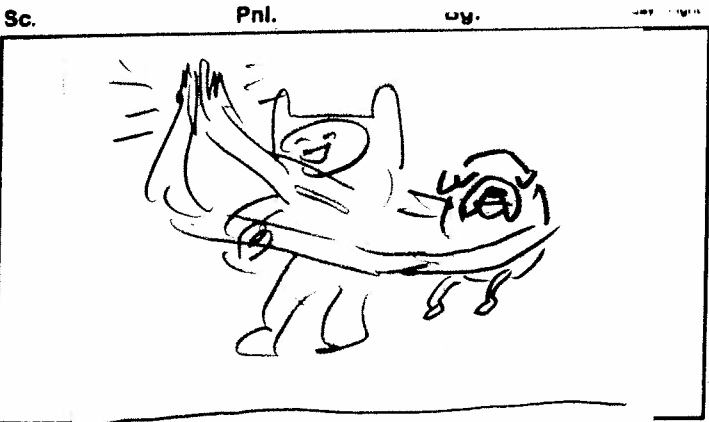
Dialog:

Fin & Jake:
Hahaha, Yeah.

Action:

Timing:

(Switch placement
of characters
around)



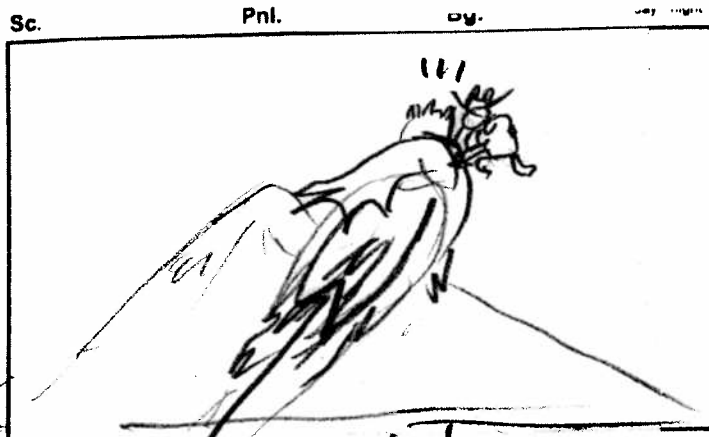
Dialog:

F: Neo logical!!

Action:

Timing:

(they're almost there)



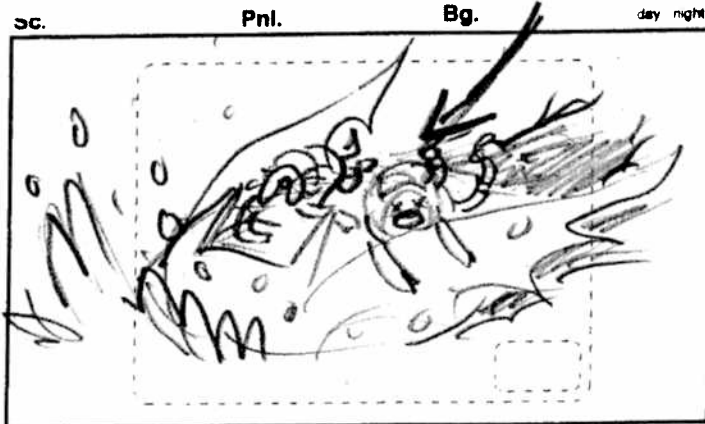
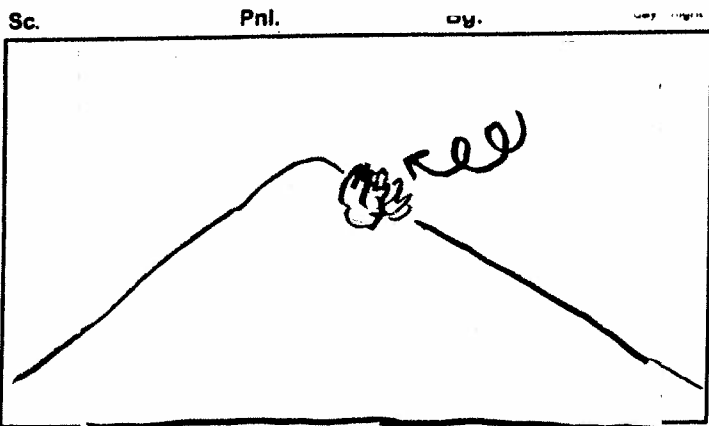
Dialog:

oh!
(Fireball hits them.)

Action:

(everyone is knocked out)

Timing:



Dialog:

CRAASH!

Action:

Timing:

Sc. Pnl. by. day night



Dialog:
ohh!

Action:

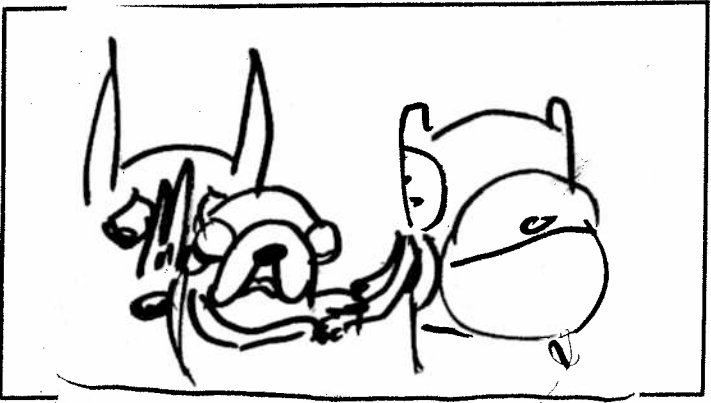
Timing:

Sc. Pnl. Bg. day night



oh.. are you
guys ok?

Sc. Pnl. by. day night



Dialog
Yesh I think
so. *squeek
squeek*

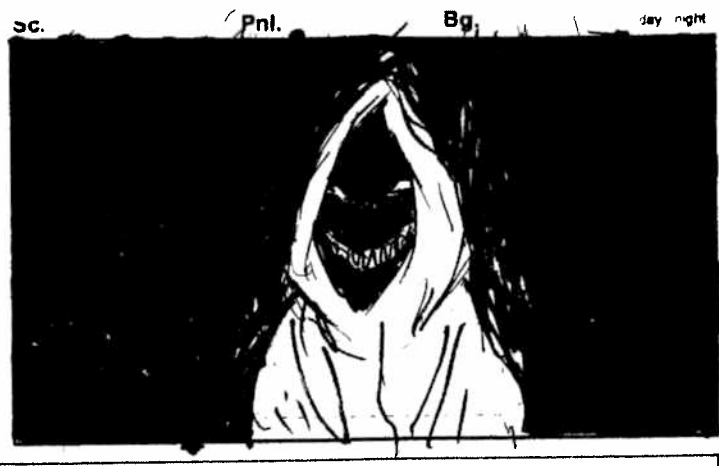
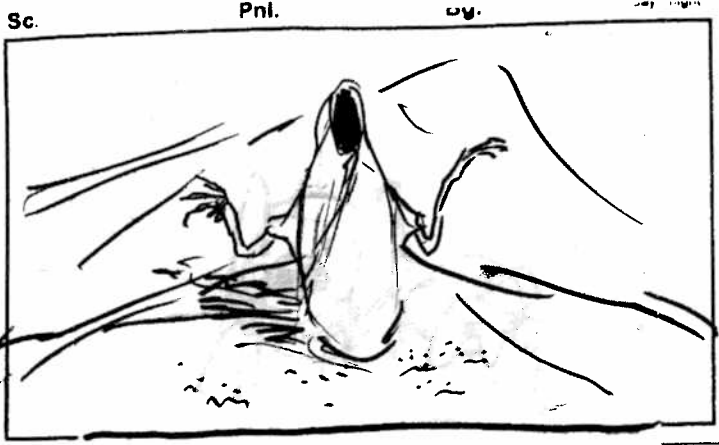
Action

Timing:

Sc. Pnl. Bg. day night



Evil:
Voice: { Congratulations
Warrior...
(05)

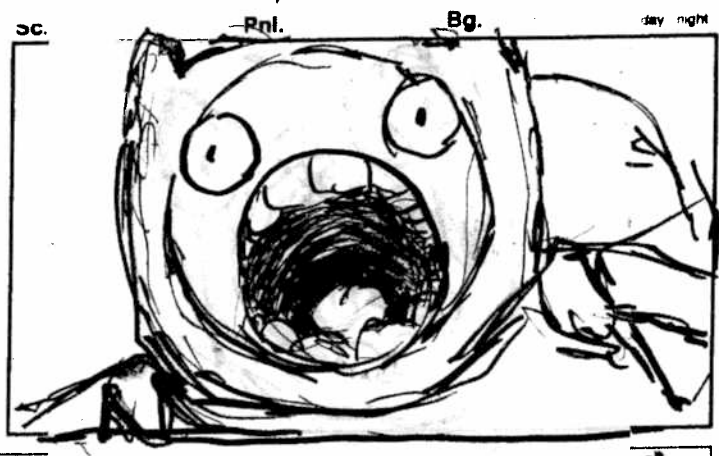
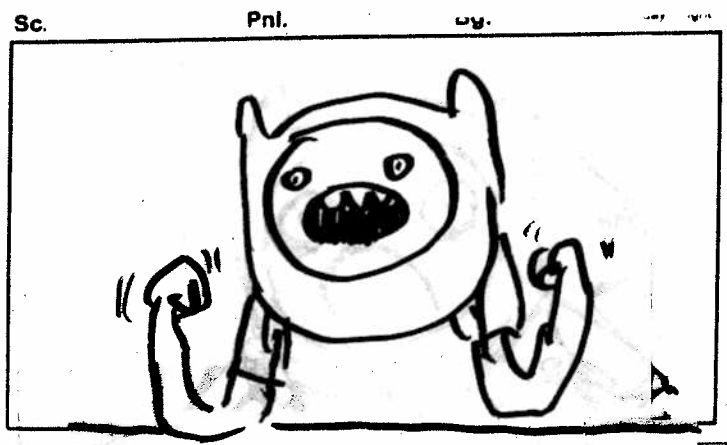


Dialog:
You have passed the
14 trials of Cragdor.

Action:

Timing:

Now you may
Join my ^{evil} legion
as a Dark Prince,
and together we ~~can~~ can
spread chaos and
horror across
the land of Ooo!!

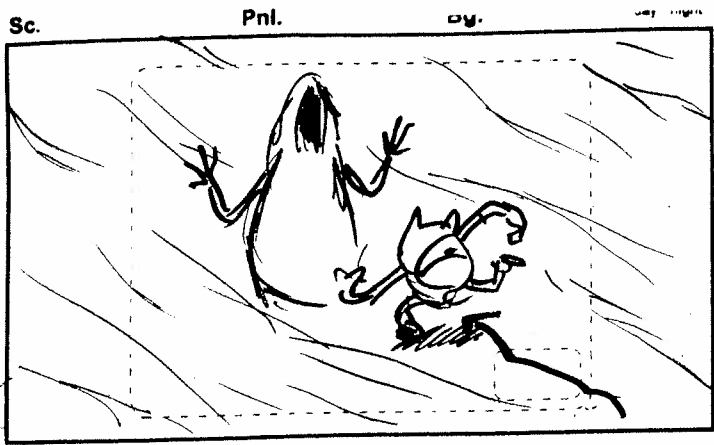


Dialog:
Never!

Action:

Timing:

NEVERRR!

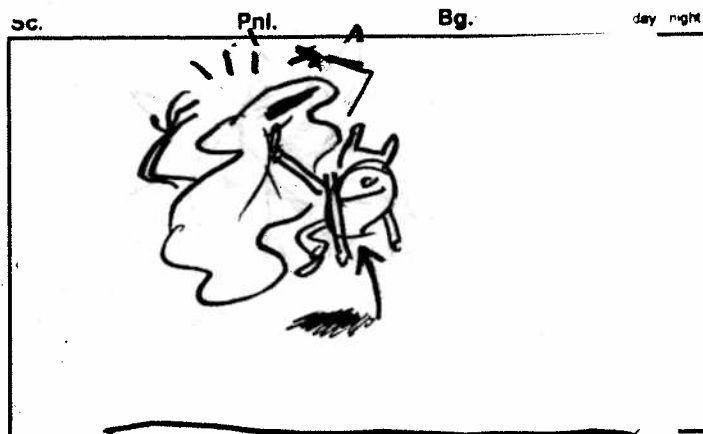


Dialog:

eh eh!

Action:

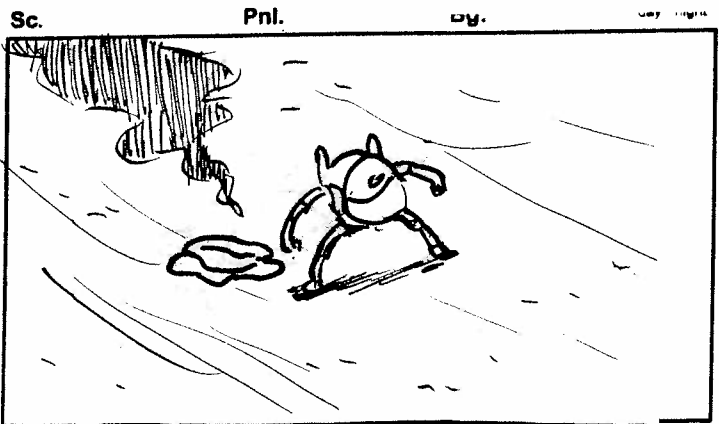
Timing:



kick!

evil: "Noooo!!!"

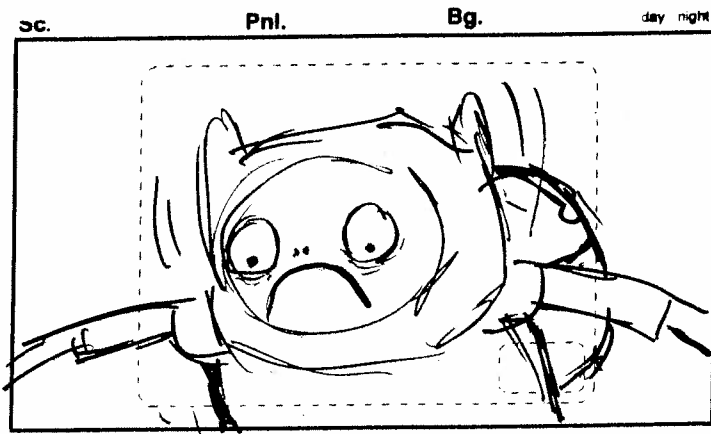
thing



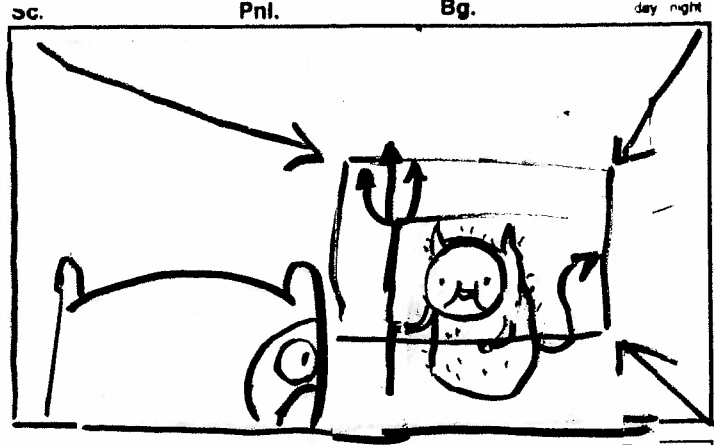
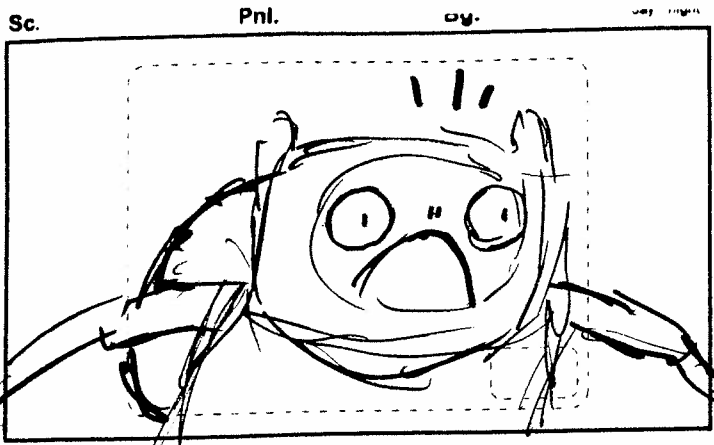
Dialog:

Action:

Timing:



Breathin heavy



Dialog:

Action:

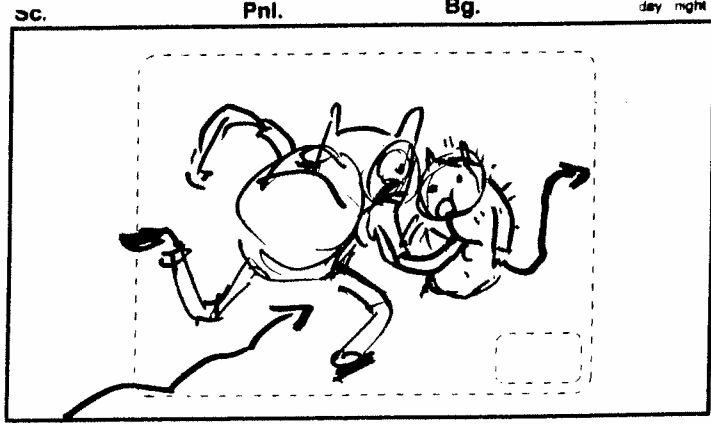
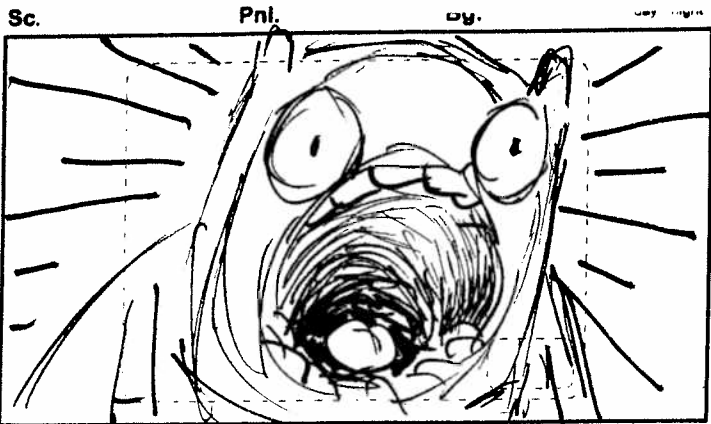
Timing:

little "congratulations ♪
cute good!
nice voice!"

Warrior!"

little
cute good!
nice voice"

You have passed the 2
♪ 15 trials of*"



Dialog:

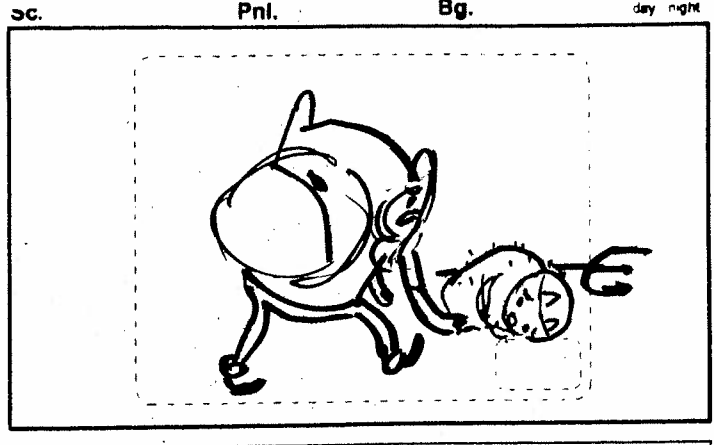
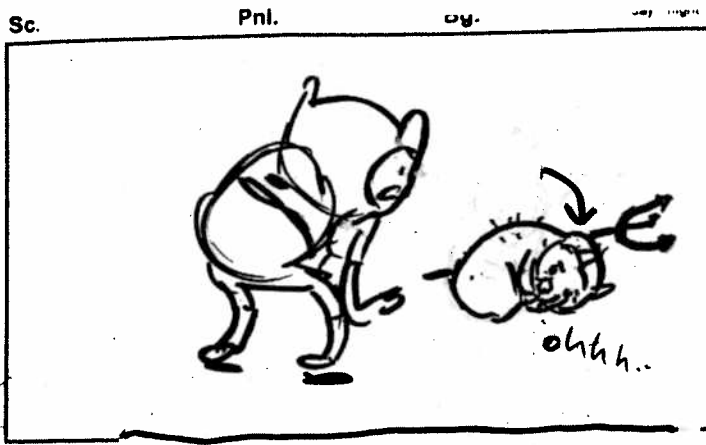
Action:

Timing:

NEVERRR!!

little
man : OOOFF!!

Fin punches the little
old man in the gut.



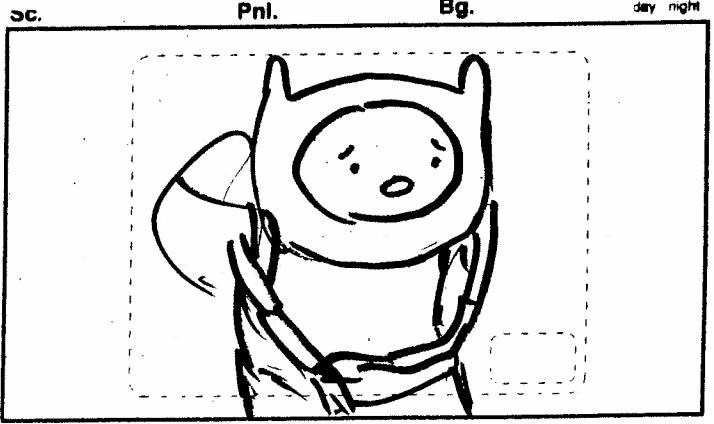
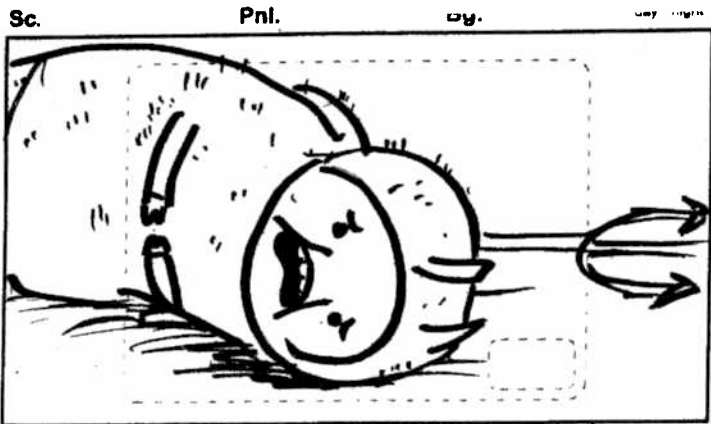
Dialog:

Fin: "oh.. oh no!"
"Mr. Keyper! I'm sorry!"

Why ~~are~~ you wearing
that little devil costume?

Action:

Timing:



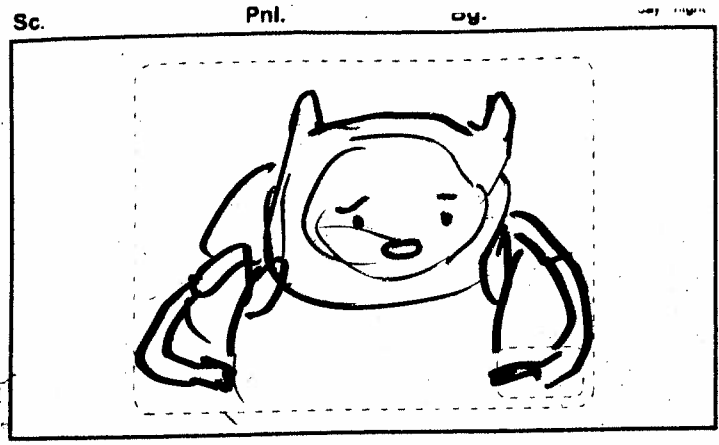
Dialog:

these are my pajamas..
I'm getting ready for bed...

oh.....

Action:

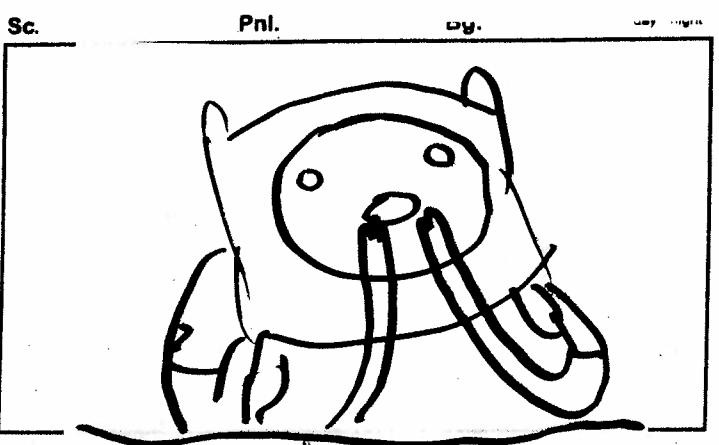
Timing:



Dialog: well then why do
you have a
Action: little pitchfork?
Timing:

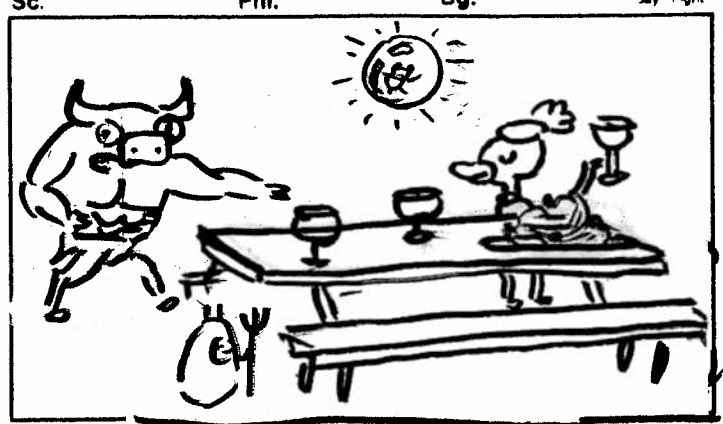
Finn! Jake! you
made it!

!!!



Dialog: wh! you're
Majigh man!
Action: the minotaur
from Princess
Timing: Bubblegum's story!

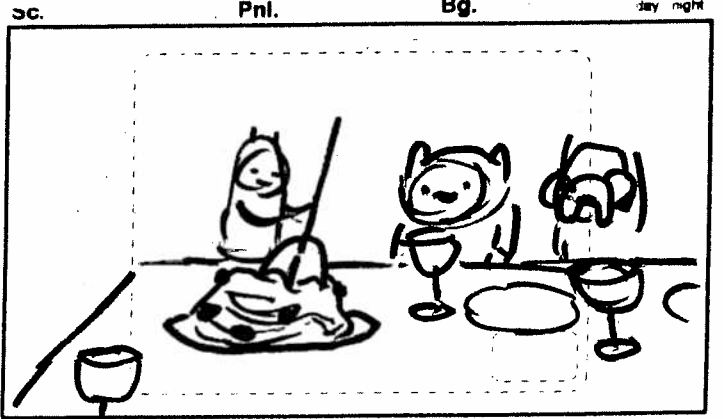
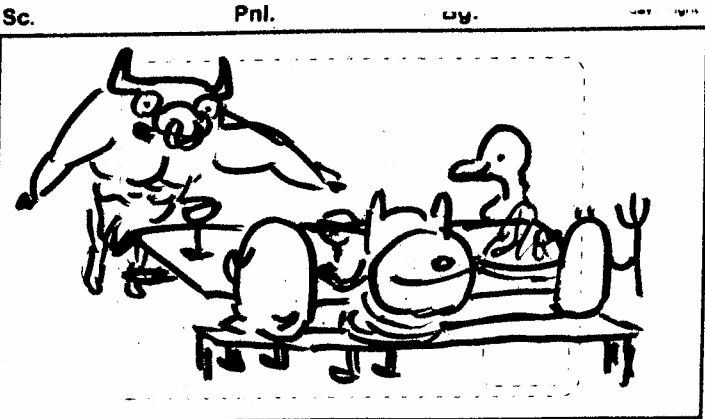
hey! yesh!
come on over
to the table!
we've been
watching you guys



Dialog: on our magical viewing globe. hey! sit down
you guys! have
some juice!

Action:

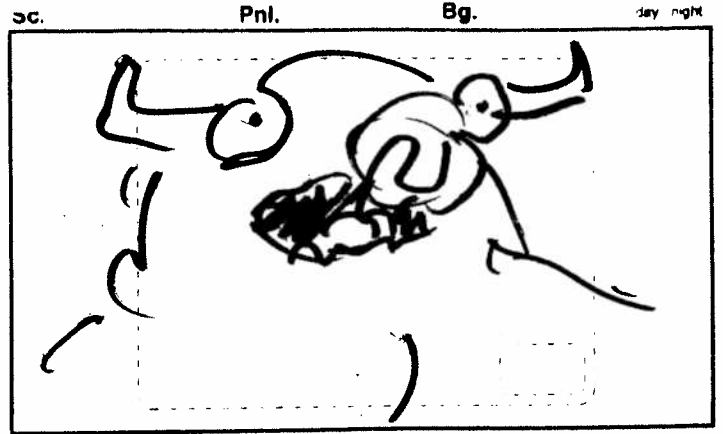
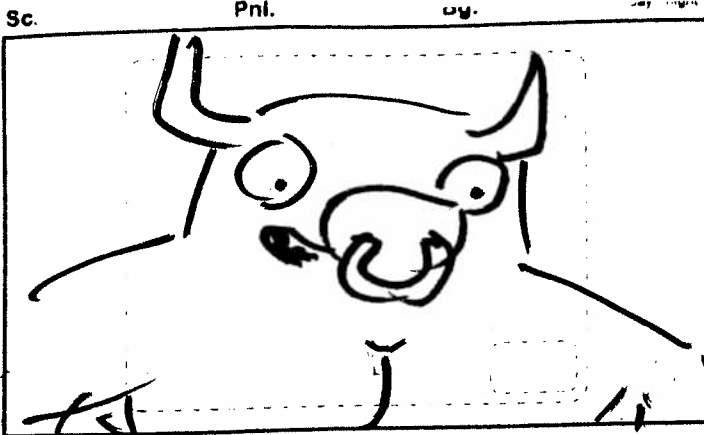
Timing:



Dialog: there's grape and
apple and the gate keeper
made spaghetti
F: wow! thanks!
J: Thank you.

Action:

Timing:



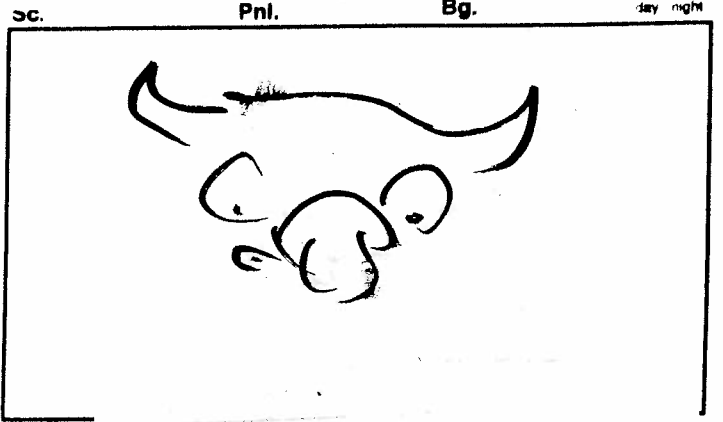
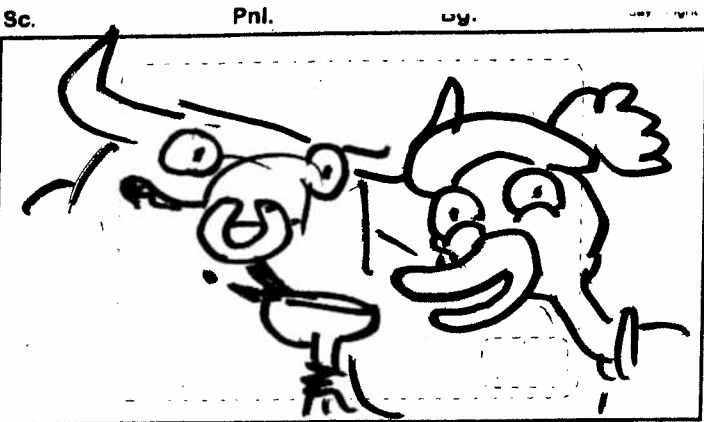
Dialog:

Action:

Timing:

No problem
No problem...
You guys are
great!

when you
took that
giant agric
dollar!
Haha! oh man!
Goose Juice nearly
fainted!



Dialog:

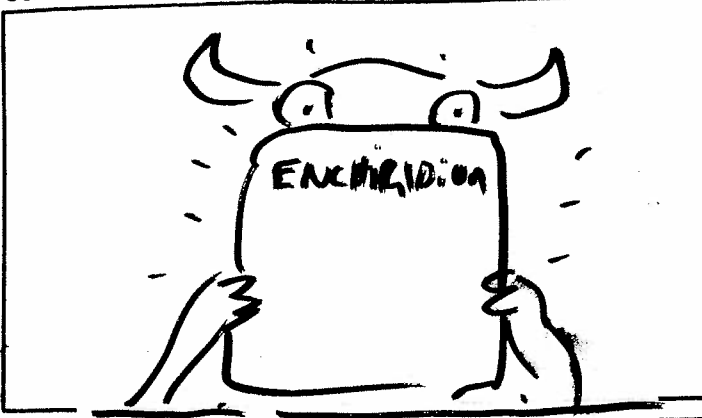
Action:

Timing:

it's true!
hahaha hahs!

~~hey~~ hey... I have
something special
for you guys.

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



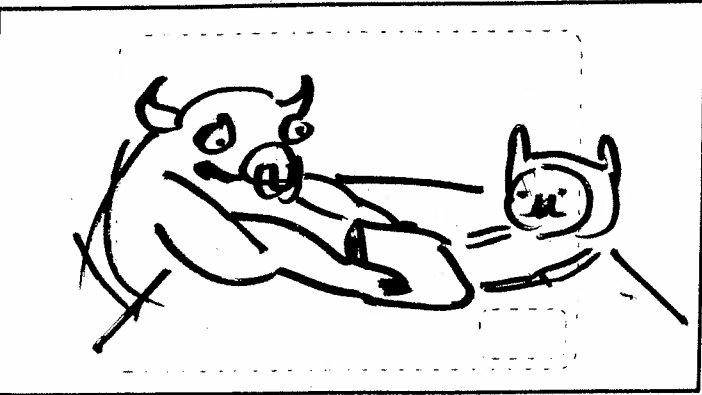
The Enchiridion!

Dialog:

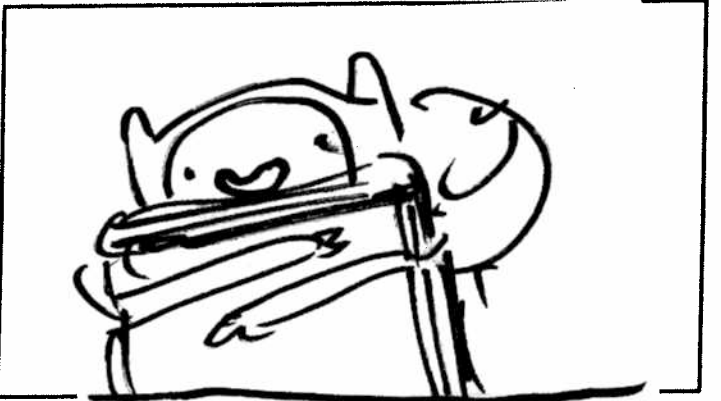
Action:

Timing:

Sc. Pnl. Pg. day night



Sc. Pnl. Bg. day night



Aww!
Princess Bubblegum's
gonn to be so proud.

Dialog:

You deserve
it Finn,

Action:

Timing:

Sc. Pnl. Cg. day night



Sc. Pnl. Bg. day night



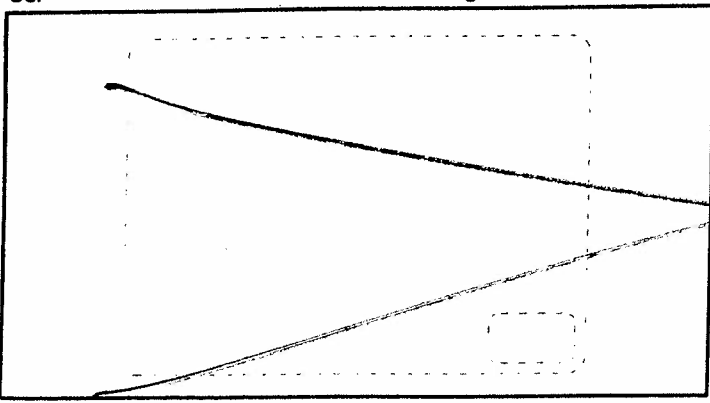
Dialog: *Woh, ~~are~~ you trying to impress a princess?*

Action:

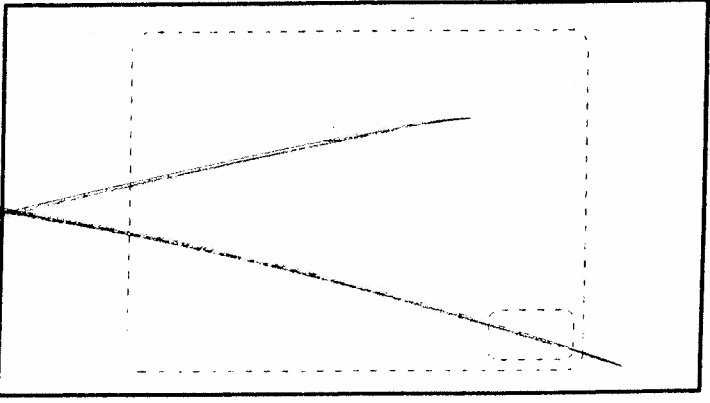
Timing:

TURN to chapter 5!

Sc. Pnl. Cg. day night



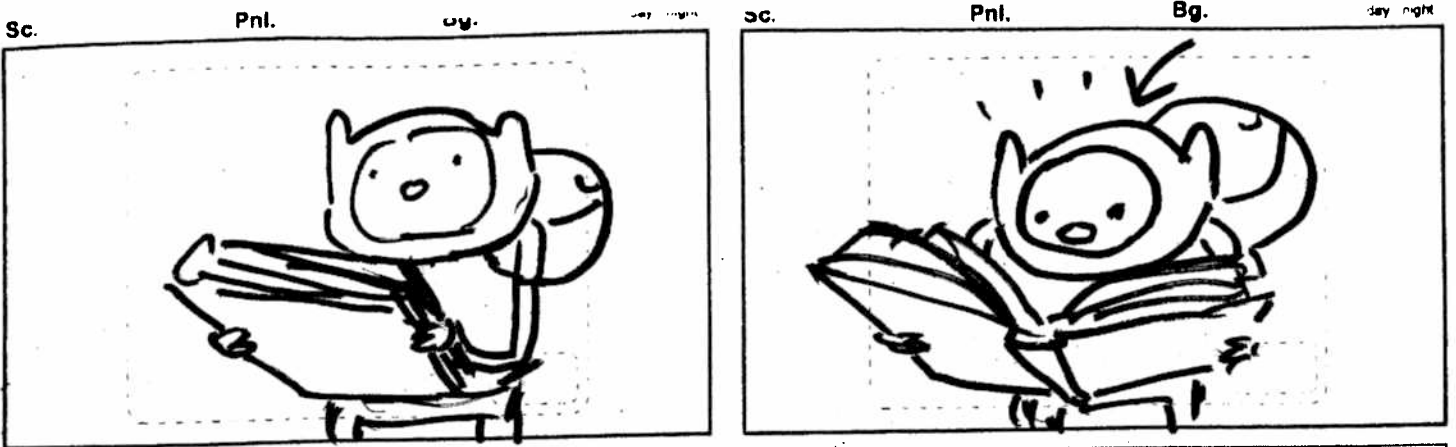
Sc. Pnl. Bg. day night



Dialog:

Action:

Timing:

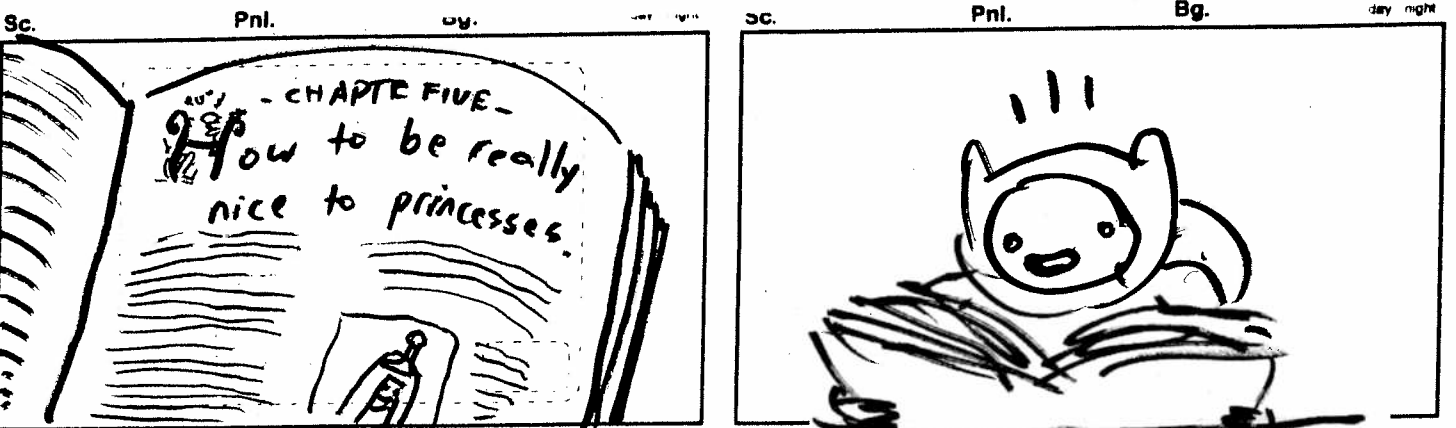


Dialog:

woohh!

Action:

Timing:

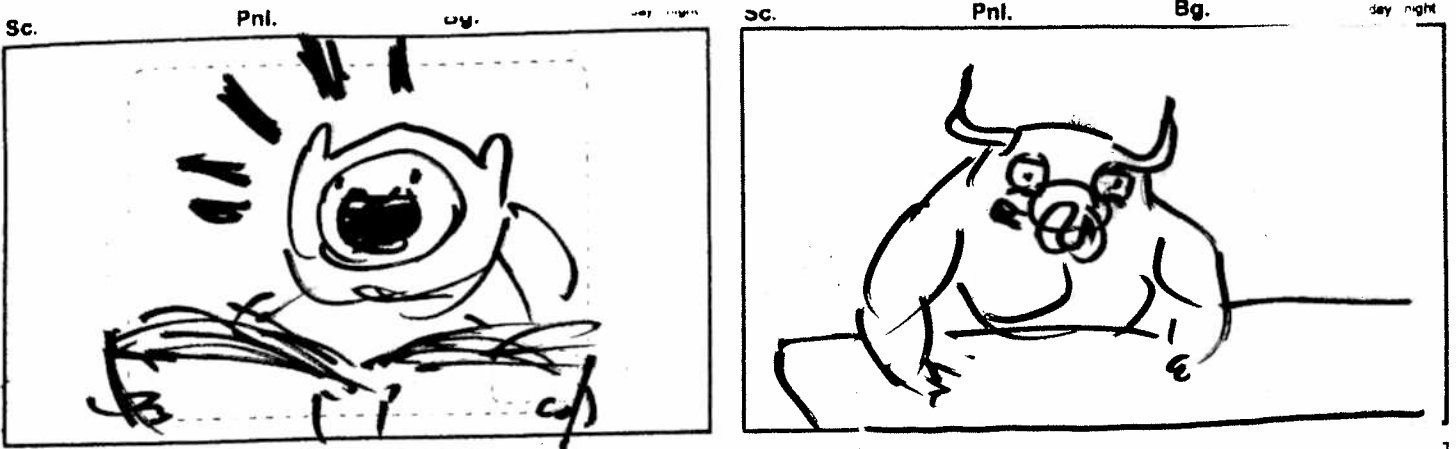


Dialog:

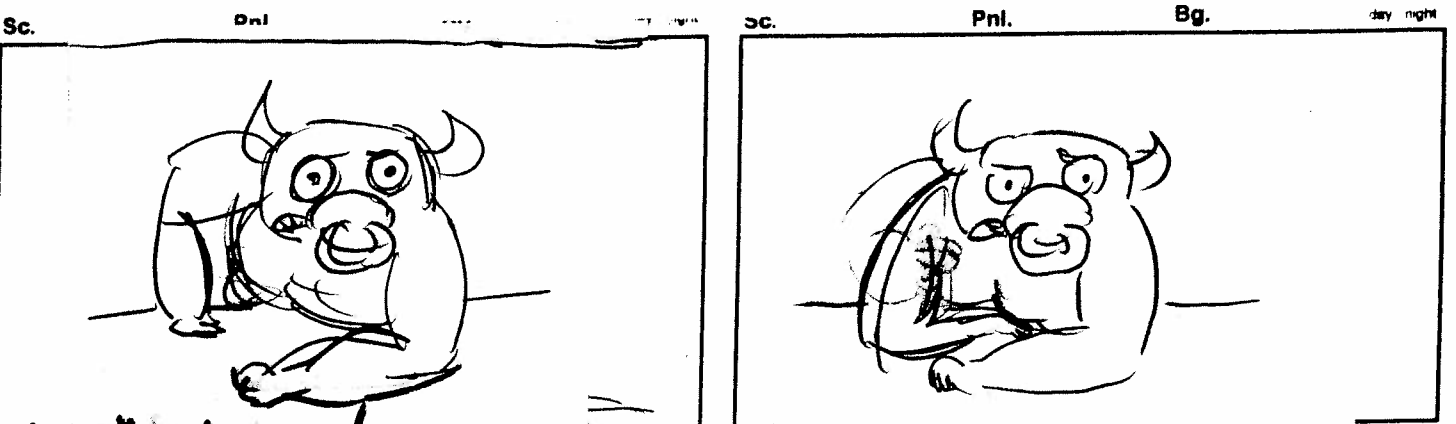
super-fluous!

Action:

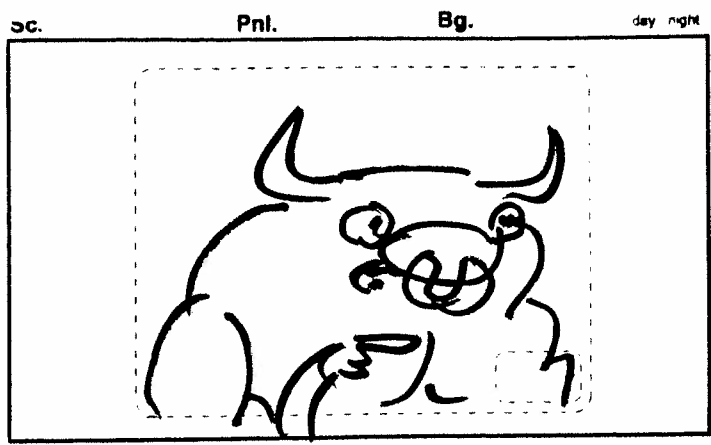
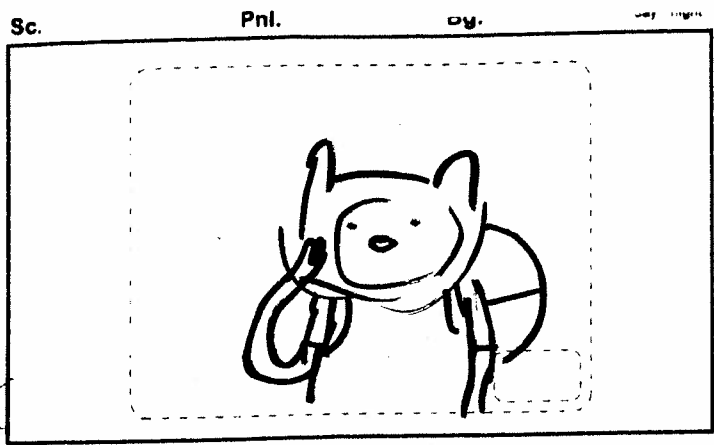
Timing:



Dialog:
<p>F: "Thanky Manish Man!!" ^{Manish} "hey, like I said. You g-ys earned it."</p>
Action:
Timing:



<p>Man: I've been here for so ... about a long time and you're the first hero to come along, valiant</p>	<p>Man: enough to make it through to the top.</p>
--	--

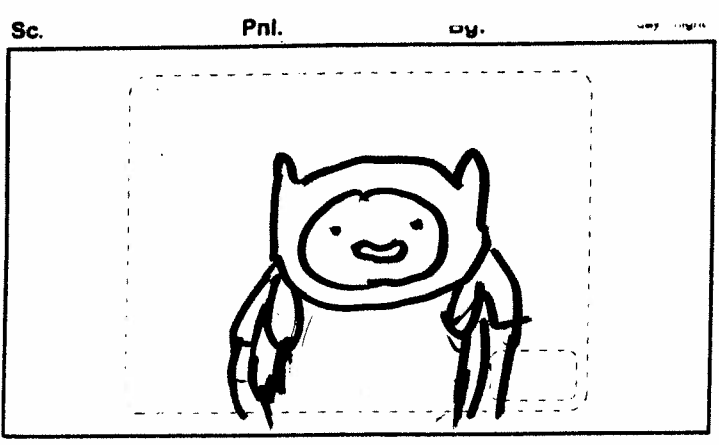


Dialog: _____

F: No way. _____ MM: way. _____

Action: _____

Timing: _____



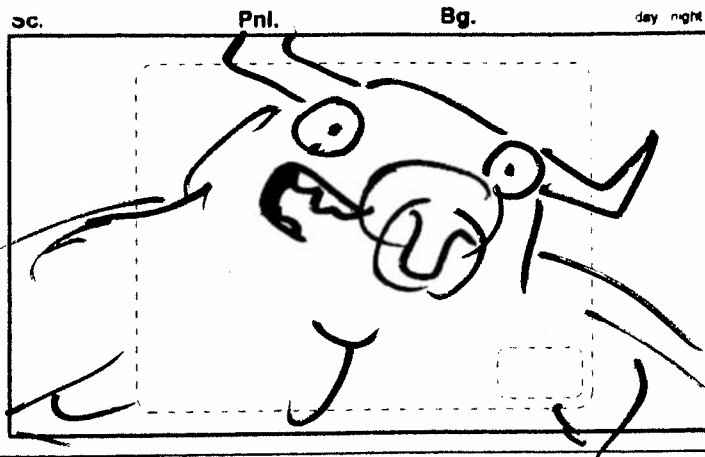
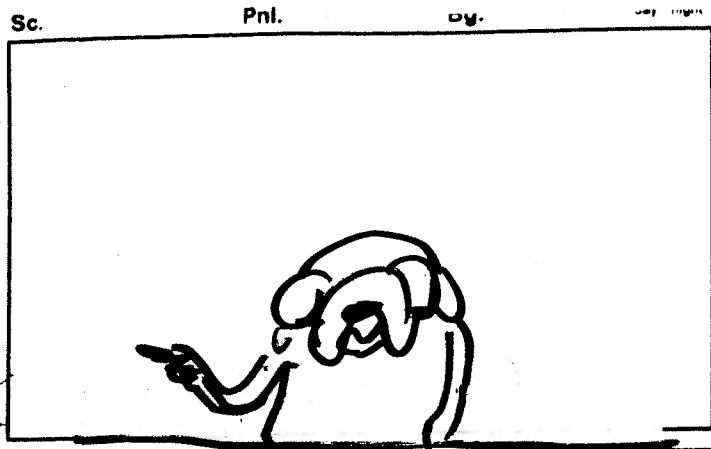
Dialog: _____

Minish man: So be proud of yourself. _____

you too Jake. _____

Action: _____

Timing: _____



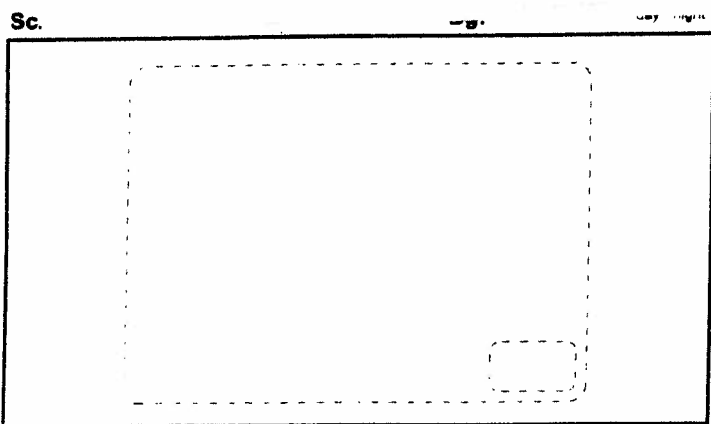
Dialog:

Action:

Timing:

let's race back
to the Candy Kingdom
and see if the
party is still
goin on!

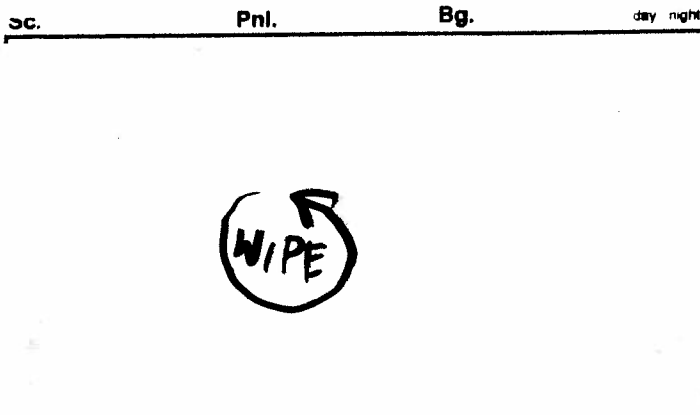
mm: Candy!?!
Party?!?

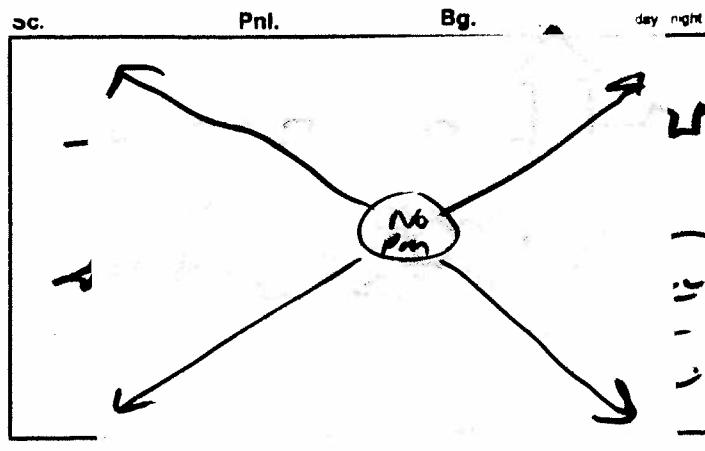
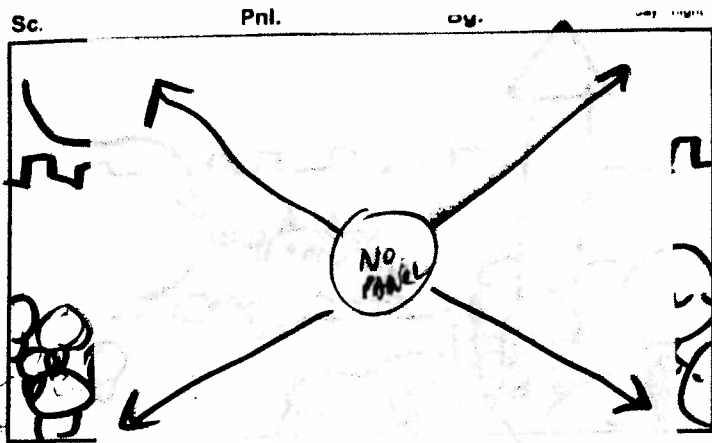


Dialog:

Action:

Timing:

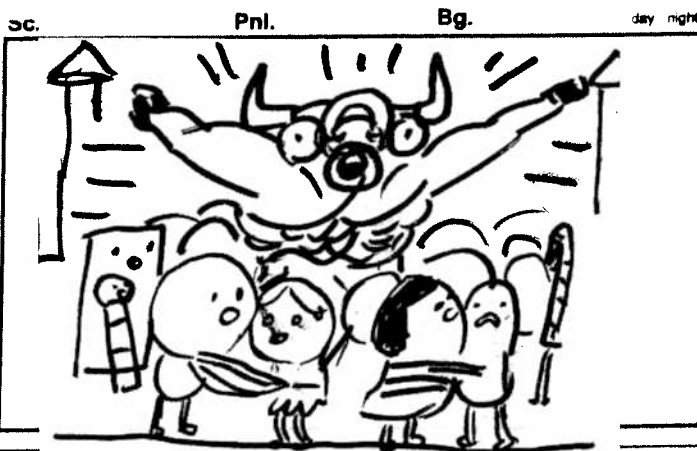
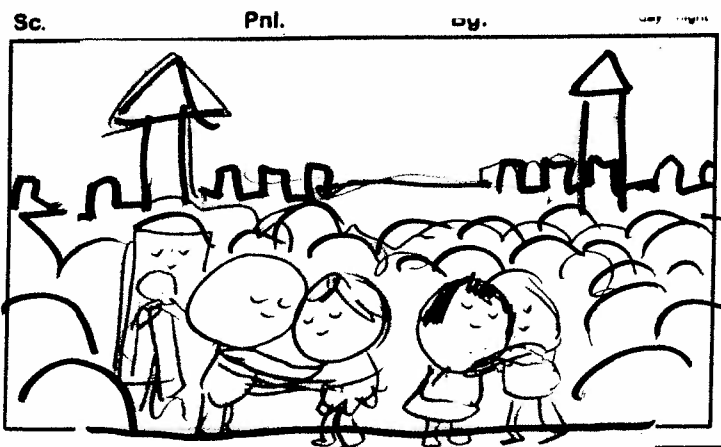




Dialog:

Action:

Timing:



Dialog:

(slow dance music)

"wooooo!!!"

Action:

Timing:

Sc. Pnl. day night



* Best BOXing *

Dialog:

Action:

Timing:

Sc. Pnl. Bg. day night



* Best boxing *

Sc. Pnl. day night



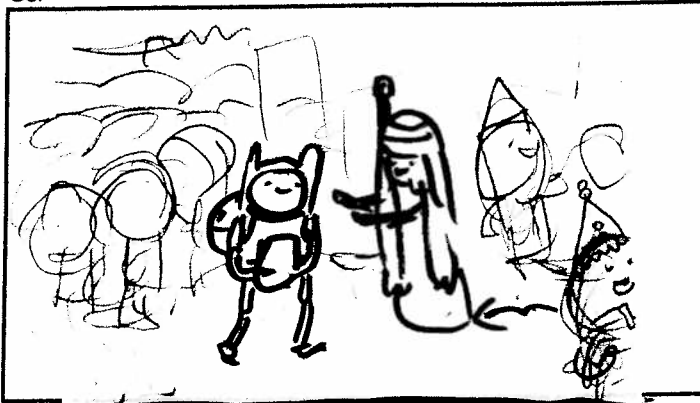
music changes to
real dancin music.

Dialog:

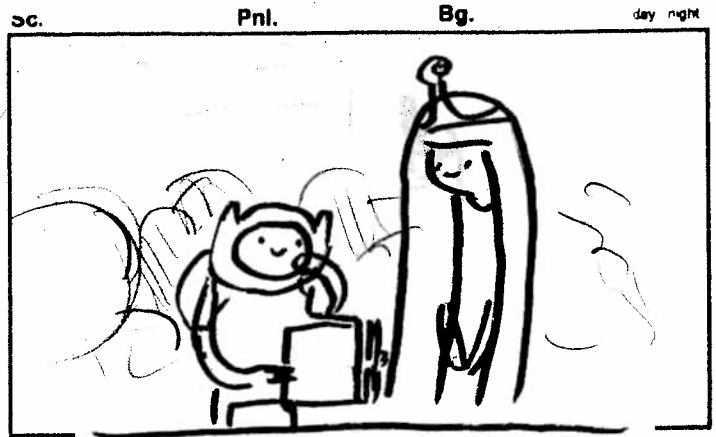
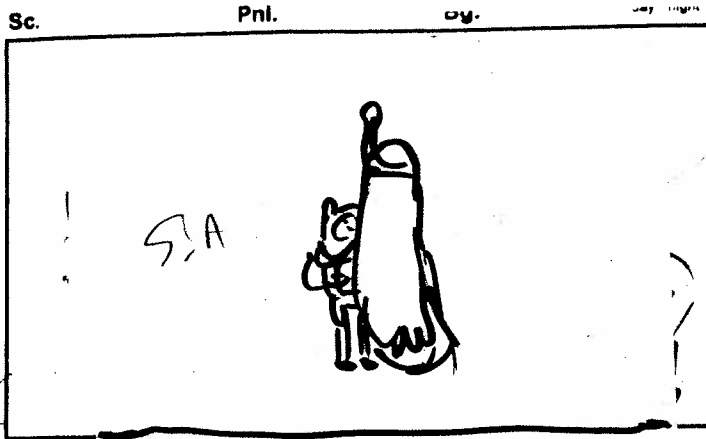
Action:

Timing:

Sc. Pnl. Bg. day night



Fin! I'm so glad
you're back!



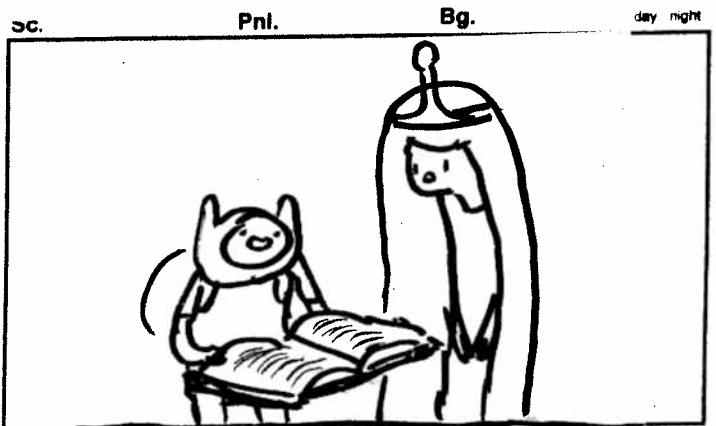
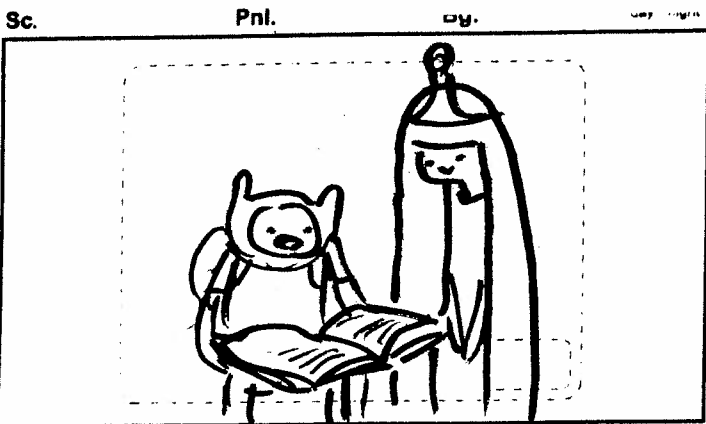
Dialog:

I knew you could do it.
(Princess Bubblegum gives
Fin a hug)

Action:

Fin: *Ahearn*

Timing:



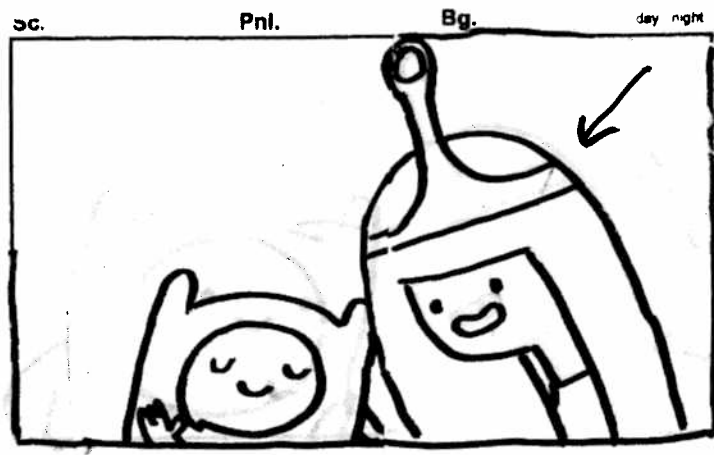
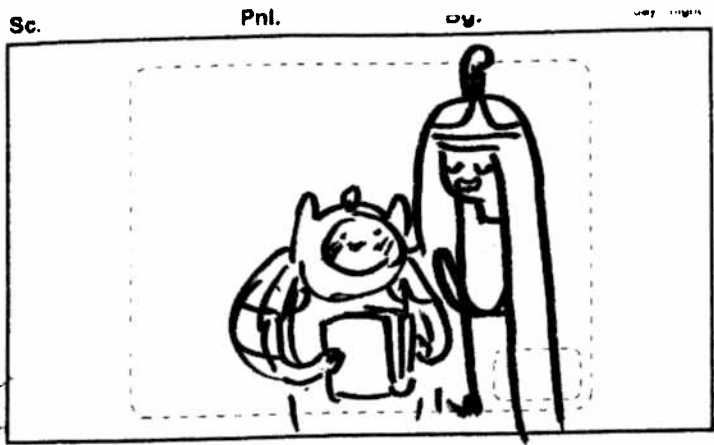
Dialog:

Dear Princess...

Action:

.. I really like
Your face and hair.
they look.. pretty good.

Timing:

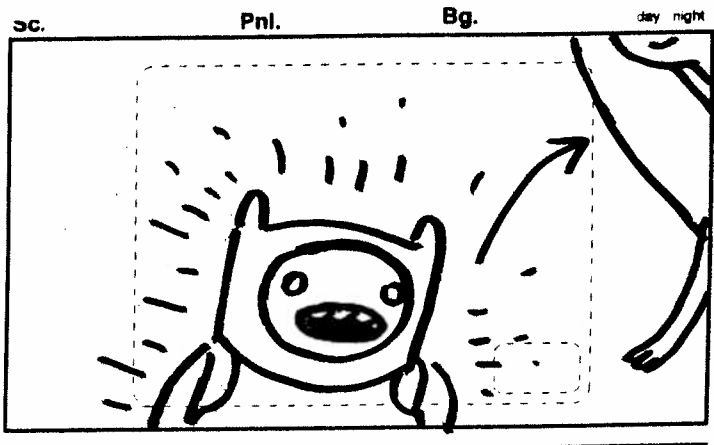
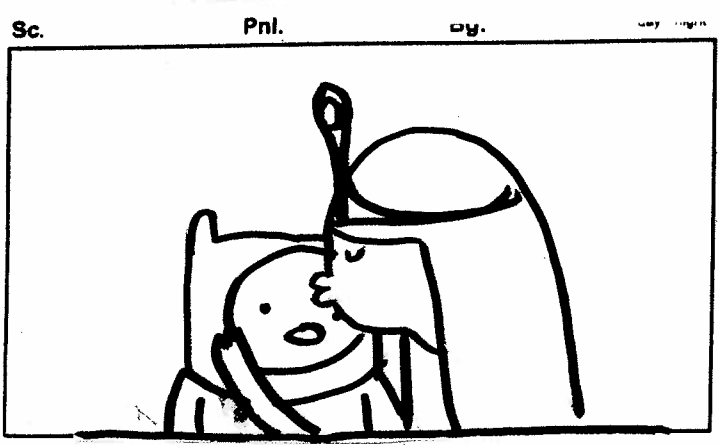


Dialog: what a sweet thing
to say!

Action:

Timing:

Thank you Fin.



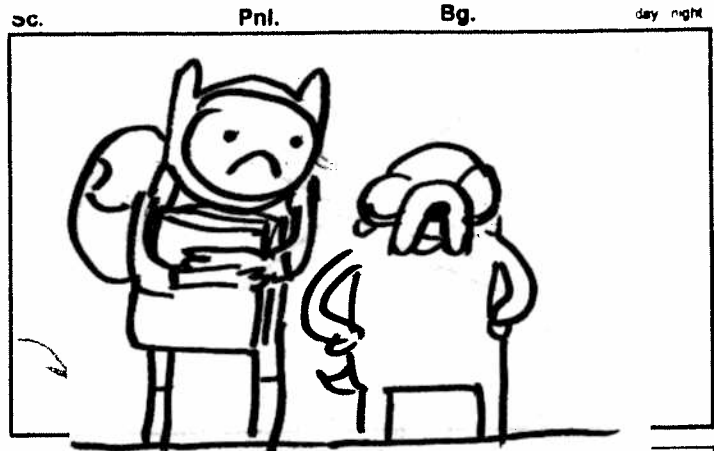
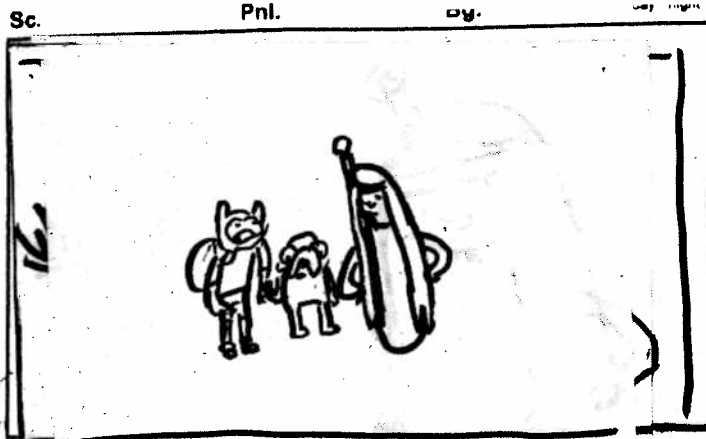
Dialog:

Action: * Kiiss* (Starts freaking out)

Timing:

Sc.	Pnl.	dy.	day night	Sc.	Pnl.	Bg.	day night
							
<p>Dialog:</p>				<p>Fin we gotta hurry ?!</p>			
<p>Action:</p>				<p>there's a ghost in the</p>			
<p>Timing:</p>				<p>bellfry.</p>			

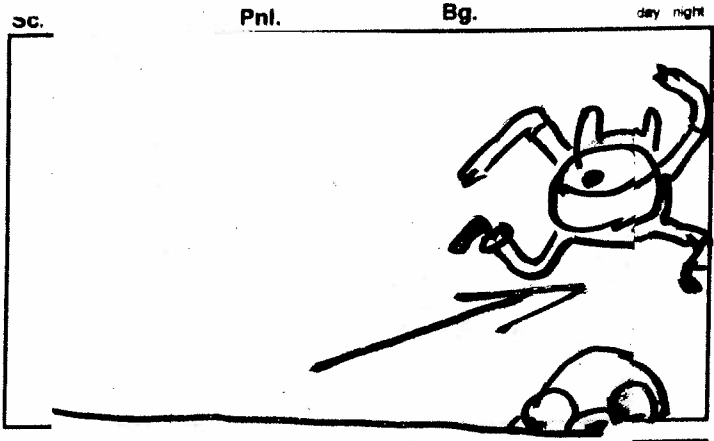
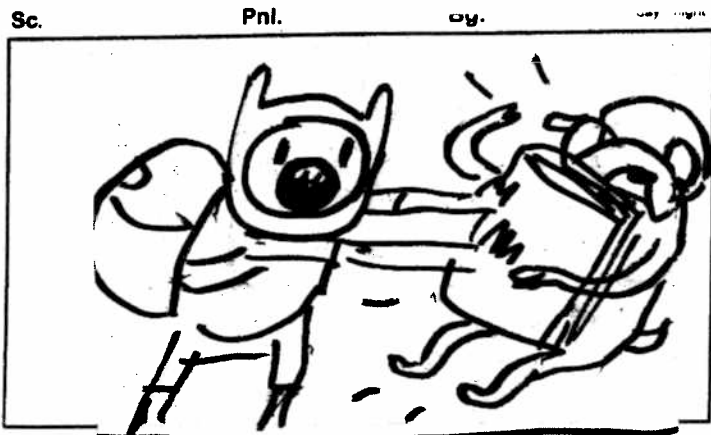
Sc.	Pnl.	dy.	day night	Sc.	Pnl.	Bg.	day night
							
<p>Dialog:</p>				<p>are you okay man?</p>			
<p>Wooooo!</p>				<p>we gotta hurry!</p>			
<p>DONG!</p>							
<p>Action:</p>							
<p>Timing:</p>							



maybe if I kissed
him again it would
break the spell.

kissed?! You guys
kissed!!

Timing:

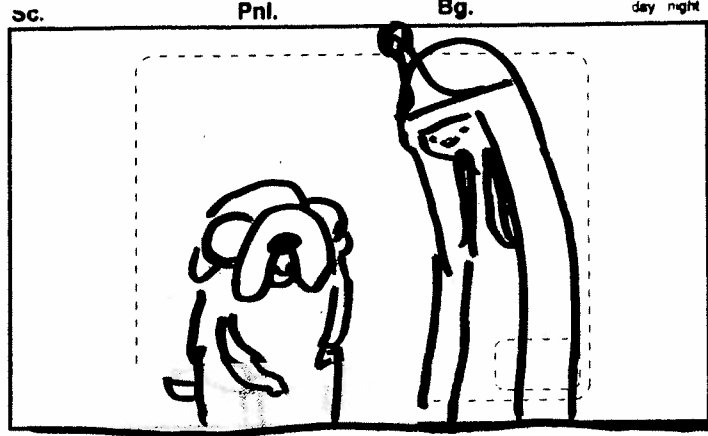
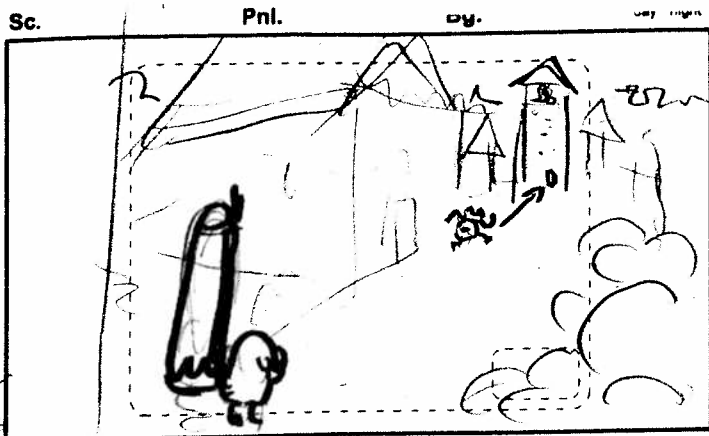


Dialog:
NO MAN!

She kissed
me!!!

Action:

Timing:



Dialog:

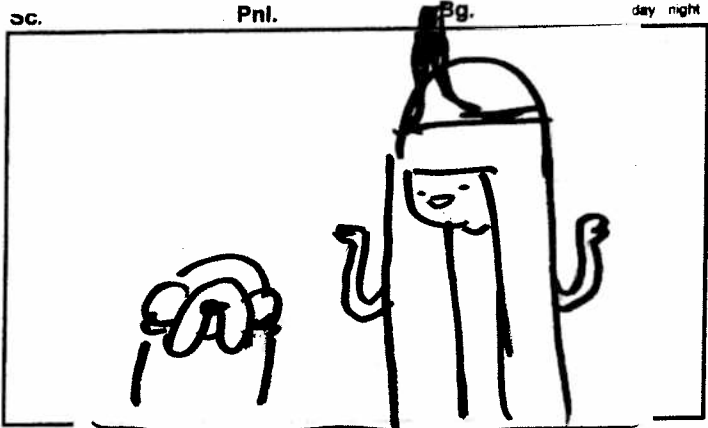
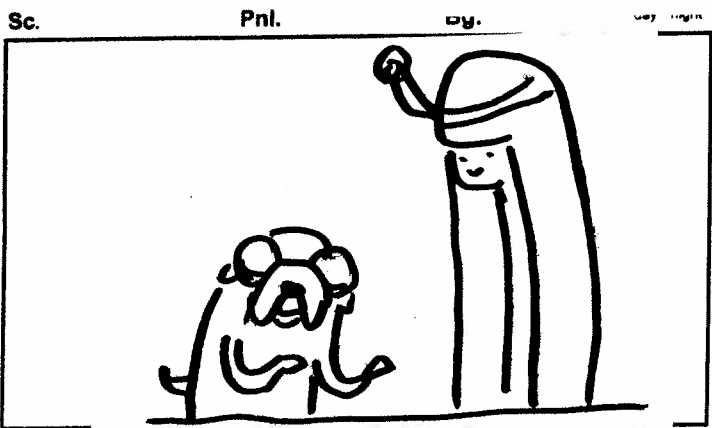
F: You're gonna
die ghost!!
Ghost "woooo oo"

J: huh huh
huh!

PB: hee hee
hee!

Action:

Timing:



Dialog:

J: What time is
it Princess?

PB: "tea time?"

Action:

Timing:

Sc. Pnl. Pg. day night



Dialog:

IT'S ADVENTURE
TIME!!!

Action:

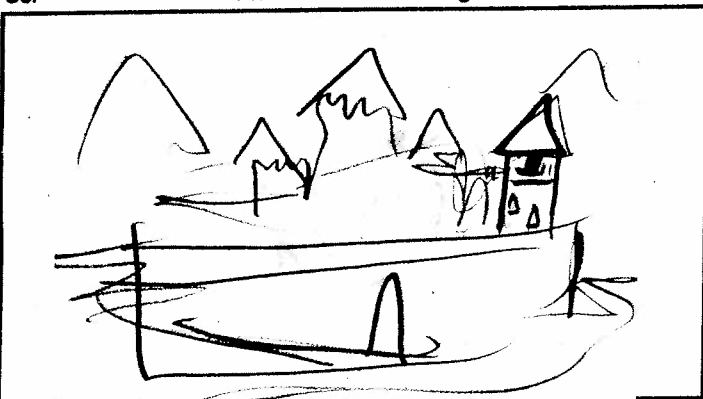
Timing:

Sc. Pnl. Bg. day night



Ghost: uoo ooo!
Dong

Sc. Pnl. Pg. day night



Dialog:

(everyone laughs)

Action:

DON 6!

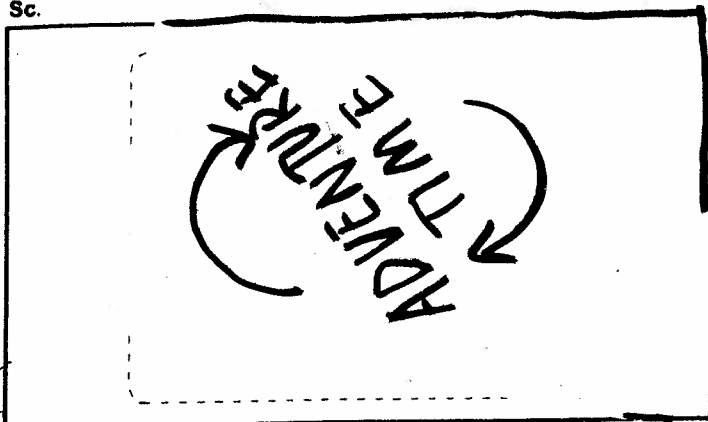
Timing:

Sc. Pnl. Bg. day night



ADVENTURE
TIME

Sc.

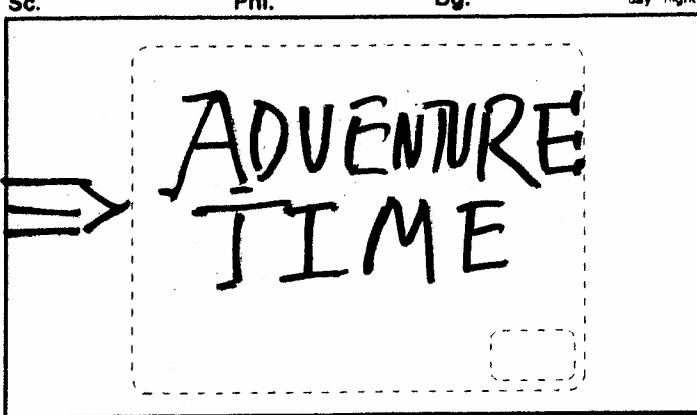


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

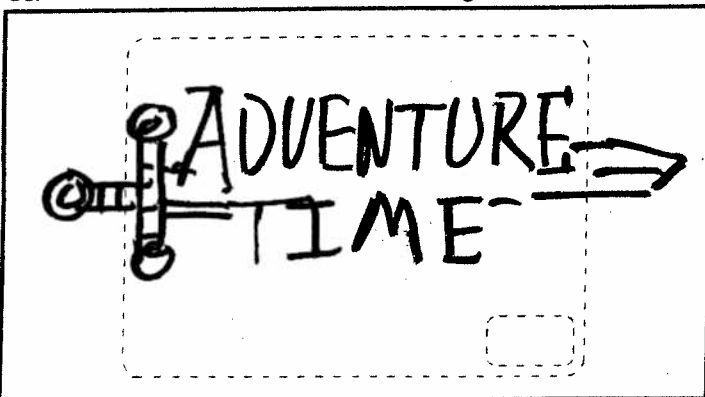
Timing:

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

shing!!

Action:

Timing: